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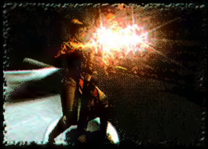

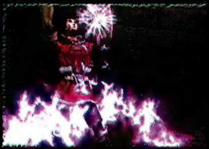

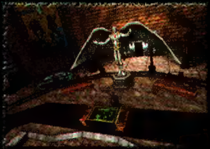

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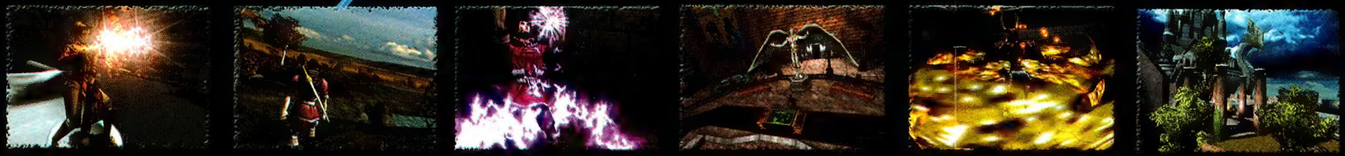

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EDITORIAL

By Joe Funk • joe_funk@ziffdavis.com

Clock Shock

Deciding on the editorial topic this month was easy. Sega.Net came online in the last 30 days, and instantly some of our staff members started stumbling in all bleary-eyed from online sessions that took them to 2:00 or 3:00 in the morning.

Being an experienced online gamer and confessed Everquest junkie, I understood where my brothers were. It was the first time some of them had experienced the exhilaration and intoxication of real-time interaction with a remote opponent from home, and this draw for a true gamer is stronger than a Death Star tractor beam. If you thought cable TV and then the Internet had the power to rob you of precious zzzs, they're a dainty cup of coffee and online gaming is a bucket of espresso. With an endless supply of real, live opponents fueled by the eternally unpredictable element of human nature, online gaming has the potential to gobble up a lot of your personal bandwidth.

> **"...fueled by the eternally unpredictable element of human nature, online gaming has the potential to gobble up a lot of your personal bandwidth."**

The deeper, richer, communal aspect of online gaming makes time fly faster than ever before. If you haven't experienced it yet, you will. The closest thing I can compare it to is a casino, where you can always find a game and play 24 hours a day—with the conspicuous absence of clocks, you quickly lose track of time.

Sega has done a commendable and historically significant job of getting the first real, far-reaching online console experience up and running, and their football game (NFL 2K1) is a good place to start: the small, finite playing area of a football field and the similarity of all players (except for texture-mapped team colors) provide a manageable platform for the techies to build and maintain online. Overall, the interface is fast and easy to use and while there may have been a few minor glitches at launch, Sega.Net has been pretty smooth so far.

But the frozen tundra of Lambeau Field, my friends, is only the beginning. Football will always be a viable and cool online console gaming experience, but it's only a hint of what's coming. Soon you'll be able to control an avatar in persistent online worlds where the weather changes, characters are born and then die, worldwide contests are held, and offline friendships are made around the globe. It's happening already in online PC RPGs, but when this level of immersion hits consoles and becomes accessible to the massess, the term hardcore gamer will take on a whole new meaning.

So then, is this remarkable new time vortex a bad thing? Well, as a someone who's logged heavy hours gaming since the Atari 2600, I've actually been playing more than ever before now that online gaming has arrived—I enjoy it a great deal, but I still have balance in my life. It's up to each person to decide how much is too much, but I can assure you that online gaming is so immersive that sometime soon you'll be asking yourself that question.

Joe Funk

Contributing Writers

Dean Takahashi

Dean Takahashi, who wrote this month's news story on the FTC study, is a senior writer for *Red Herring* magazine. He previously covered games for the *Wall Street Journal* and has worked for the *San Jose Mercury News*, *Los Angeles Times*, *Orange County Register* and the *Dallas Times Herald.*

Chris Baker

While writing this month's feature on canned games, Chris—who's written for the *Austin Chronicle*, *Nth Mag* and the *Daily Texan*—drew inspiration from repeated listenings of the Street Fighter film soundtrack, particularly the tune *Straight to My Feet*, featuring Deion "PrimeTime" Sanders.

Leonard Herman

When we wanted the definitive guide to oddball game gadgets (flip to page 180), we turned to Leonard Herman, author of *Phoenix: The Rise and Fall of Videogames*. He also contributes to the *Official U.S. PlayStation Magazine*. And that really is his severed hand modeling the Power glove.

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Editor in Chief
J. E. Funk • joe_funk@ziffdavis.com
Managing Editor
Dean Hager • dean_hager@ziffdavis.com
Features Editor
Crispin Boyer • crispin_boyer@ziffdavis.com
Reviews Editor
Mark MacDonald • mark_macdonald@ziffdavis.com
News Editor
Chris "CJ" Johnston • chris_johnston@ziffdavis.com
Previews Editor
Greg Sewart • greg_sewart@ziffdavis.com
Senior Associate Editor
Kraig Kujawa • kraig_kujawa@ziffdavis.com
Associate Editor
Sam Kennedy • sam_kennedy@ziffdavis.com
Assistant Editor
Jonathan Dudlak • jonathan_dudlak@ziffdavis.com
Tricks Editor
Terry Minnich • tricks@ziffdavis.com
West Coast Editors
James Mielke • james_mielke@ziffdavis.com
Ryan Lockhart • ryan_lockhart@ziffdavis.com
Contributors:
Chris Baker, Ethan Einhorn, Leonard Herman,
Dan Leahy, Andrew Pfister, Jeremy "Norm" Scott,
Shawn Smith, Dean Takahashi
Ninja from the 69th Dimension
Sushi-X • sushi_x@ziffdavis.com

Senior Art Director
Cyril Wochok • cyril_wochok@ziffdavis.com
Art Directors
Jim Cordano • jim_cordano@ziffdavis.com
Mike Reisel • mike_reisel@ziffdavis.com

Managing Copy Editor
Jennifer Whitesides

Production Director
Carlos Lugo
Prepress Manager
Dave McCracken
Assistant Prepress Manager
Mike Vallas

Project Leader
Mark LeFebvre • mark_lefebvre@ziffdavis.com

Vice President/Game Group
Dale Strang
Editorial Director
J.E. Funk
Creative Director
Michael Stassus • mstassus@ziffdavis.com
Business Director
Cathy Bendoff
Circulation Director
Joan McInerney
Circulation Director
Shirley Viel
Senior Newsstand Sales Manager
Don Galen

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Advertising Inquiries Contact:
Game Group
50 Beale, 12th floor, San Francisco, CA 94105
Telephone: 415-547-8783
Group Publisher Lee Uniacke
415-357-4910 • lee_uniacke@ziffdavis.com
Group Associate Publisher Suzie Reider
415-357-4915 • suzie@ziffdavis.com
District Sales Representative Tallie Fishburne
415-357-5226 • tallie_fishburne@ziffdavis.com
SALES, EAST
Regional Sales Manager Marc Callison
Account Executive Emily Olman
415-357-5226 • emily_olman@ziffdavis.com
SALES, PACIFIC NORTHWEST AND BAY AREA PENINSULA
Account Executive Mary Gray
415-547-8782 • mary_gray@ziffdavis.com
SALES, TEXAS, WASHINGTON, SAN FRANCISCO
Regional Sales Manager Marci Yamaguchi
Account Executive Meighan O'Rourke
415-357-4920 • meighan_orourke@ziffdavis.com
SALES, SOUTHWEST (So. CA, NV, UT, AZ)
Regional Sales Manager Karen Landon
Account Executive Linda Philapil
415-547-8781 • linda_philapil@ziffdavis.com
Senior Marketing Manager & Creative Director Rey Ledda
415-547-8775 • rey_ledda@ziffdavis.com
Marketing Coordinator Annie Lipscome
415-547-8248 • annie_lipscome@ziffdavis.com
Advertising Coordinator Tipler Ubbelohde
415-357-4930 • tipler_ubbelohde@ziffdavis.com
Sales Assistant Kristeen Laut
415-547-8778 • kristeen_laut@ziffdavis.com
Advertising Production Coordinator Wen Laws
415-357-8114 • wen_laws@ziffdavis.com

Founder
Steve Harris

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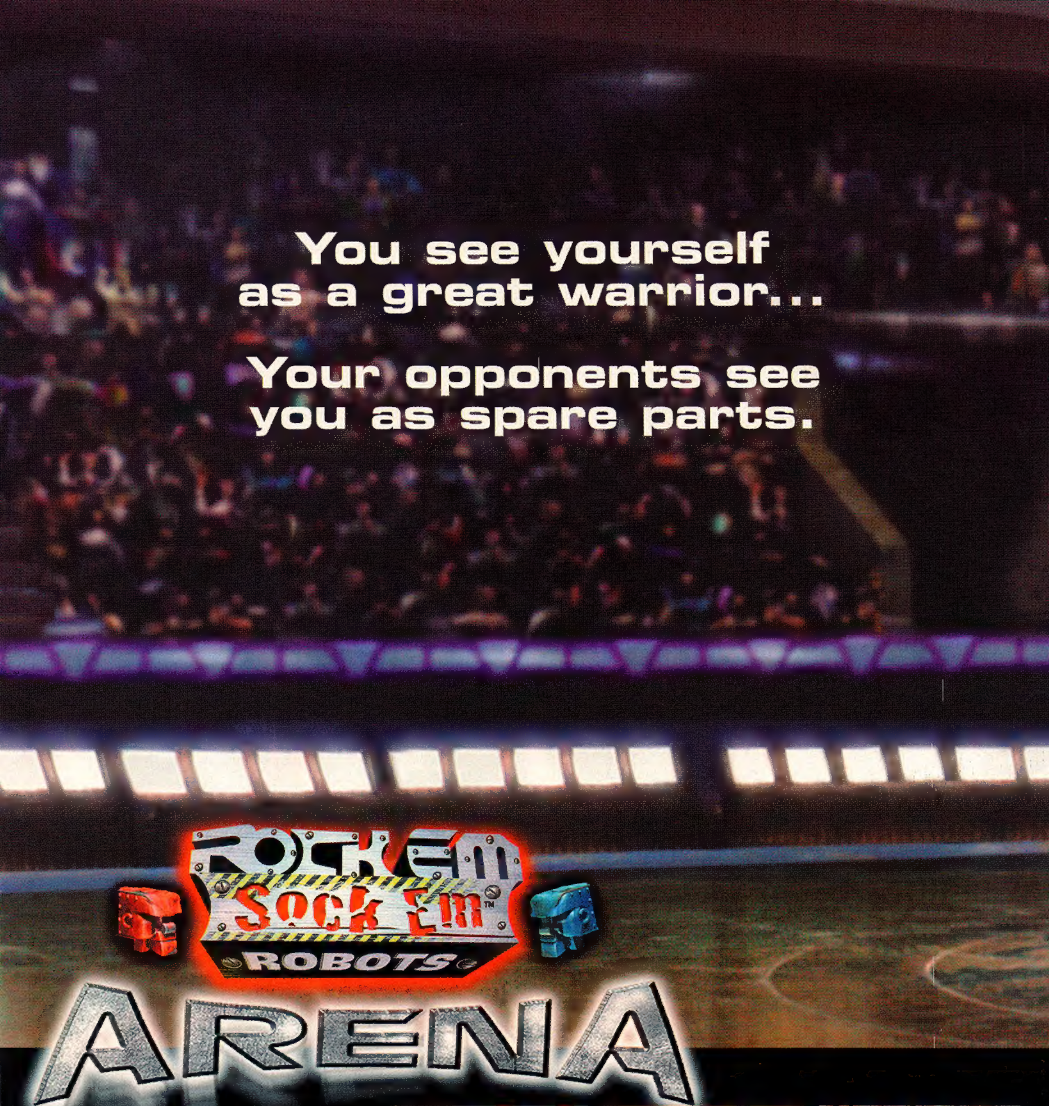
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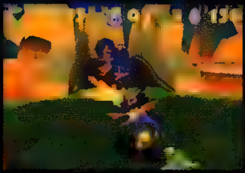

It's barbecue time.

Bentley, the yeti with a mean left hook.

Spyro gets totally vert.

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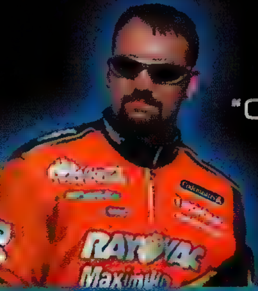

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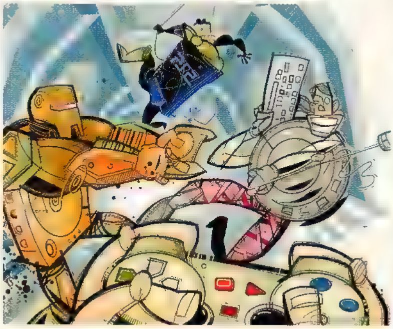
Illustration by Pixel Pushers Design

Unreal For Everybody The PC game of the year hits the Dreamcast and PS2 in a big way. We deliver the full scoop on the new levels, the new characters and—best of all—the network play (yes, even in the PS2 version). So grab a flak cannon and dive into our six-page cover feature. **Page 138**

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SYSTEM KEY

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🟩	Nintendo 64
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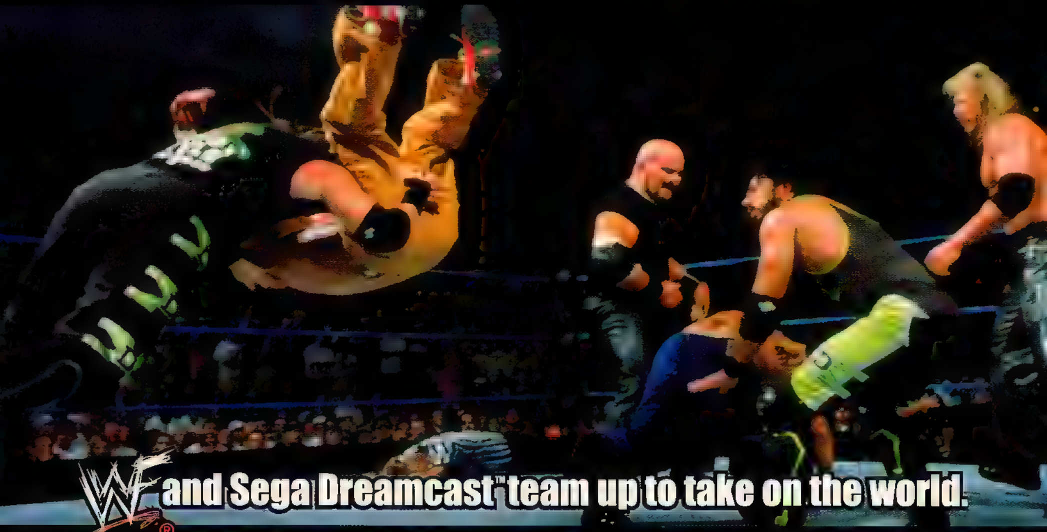
Do you have the grapefruits to get in the ring with these guys?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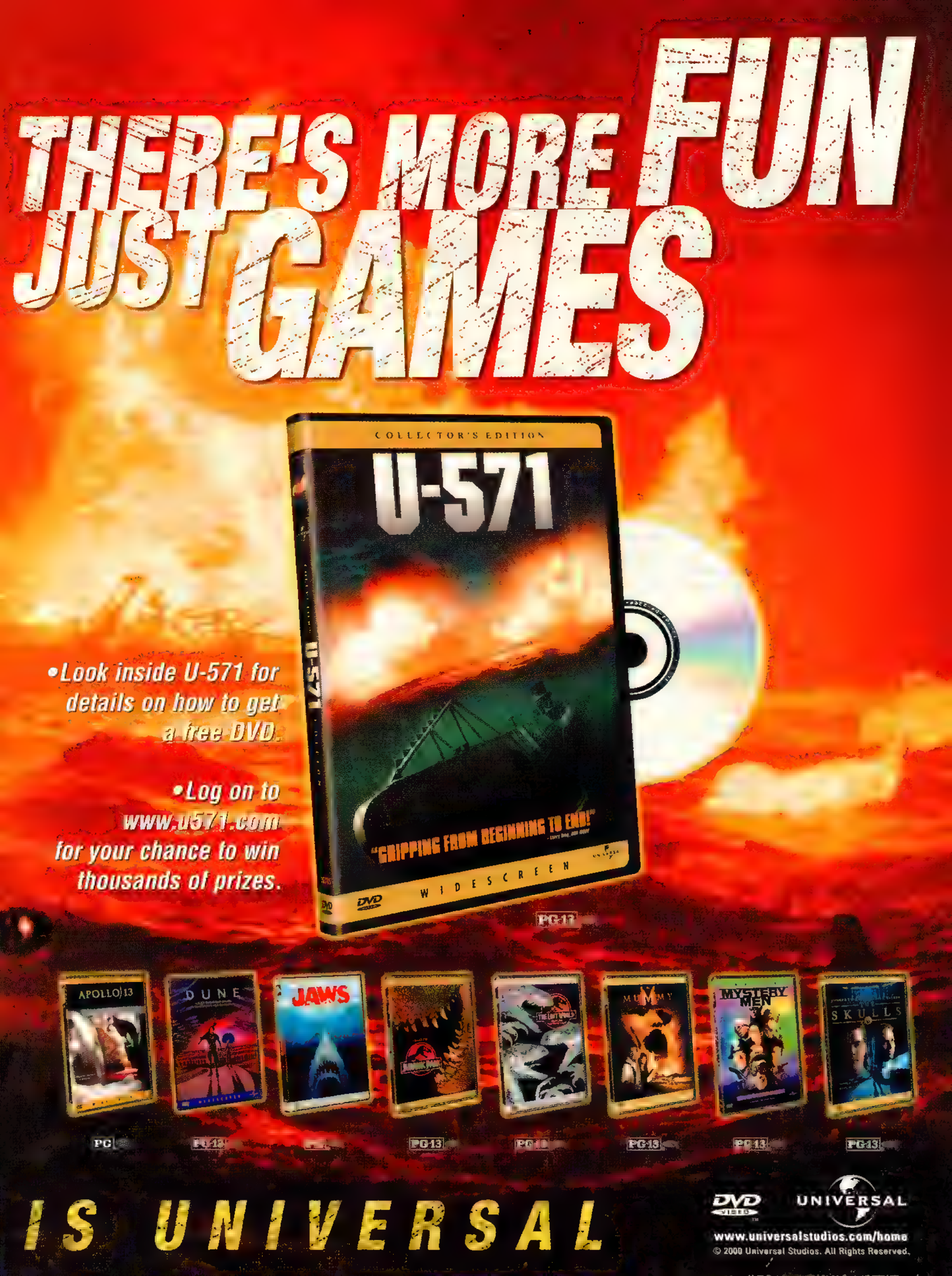
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Letters to the Editors

LETTER FACTS

- Letters that begin "Dear Male Pigs": 1
- Letters on Monster Parties: 23
- Ratio of e-mail to snail mail: 5:1
- Ratio of people who can spell to those who just "sound it out": 8:1
- # of letters about video game violence, pro and con: 533

LETTER OF THE MONTH

Internet Killed The Console Stars

I'm addressing this letter with concern about the console future. Now this may sound sort of odd, but I am afraid that all console games to come will be able to somehow tie into the Internet. In theory, this idea is good, but I feel it may end up sacrificing what we play today.

I have been playing video games for a good portion of my life. I remember playing the old Nintendo games like Zelda, Metroid and Contra (and obviously Mario Bros.). These games were simple but extremely enjoyable. I remember making myself sweaty after a heated race on Olympic Games (the game with the power pad mat thingy that you stomped on).

> "People play console games over PC because they want to sit down and play a nice chapter of their game before they have to go do something."

As time progressed, and it went into the Super Nintendo and Sega Genesis, developers started focusing not only on gameplay but also the story behind the game. Games became more complicated than just saving the princess, eating mushrooms, and using hammers to remove a piece of a mountain. I remember playing games like Cutthroat Island, and figuring out how to rescue the prisoner from his jail cell with that poison in the mug.

But now companies are building in modems or offering support for modem plug-ins. I'm concerned this means the stories won't be as moving as they once were. I find it impossible to re-create something like a scene in Final Fantasy online after the multiplayer games I have played. Don't get me wrong, I am a huge fan of computer games, too, and I'm not that bad when it comes to Star Craft.

The thing is this: PlayStation 2 is coming out and people are looking forward to the new games that will be coming out for it. They expect the games to have some sort of Internet capabilities, for why have the ability to hook to the Internet? I, too, was excited about the new age of console games until I read that Final Fantasy IX is to be the last Final Fantasy game which will have a linear story line. I thought for a while and remembered how computer games used to be. True, they never had a story near that of the console's, but it was developing before games went to the Internet.

In my opinion, the reason people play console games over computer games is because they want to be able to sit down and play a nice chapter of their game before they have to go do something. They just pop the CD or cartridge in and play until either it's time to go, their eyes hurt, or they gotta pee really badly. What I'm concerned about is that we will lose great scenes in stories such as in Resident Evil, when Barry knocks Wesker in the back of the head, or in Silent Hill when Cybil stands up on the merry-go-round and begins shooting at you.

I'm not reluctant to see change; actually I embrace all new systems such as the Dreamcast. But at the same time, I think game developers should be cautious, for I want to play through more great games, to be introduced to more great heroes, and to spend hours on a game when it feels like a minute. Don't you too?

Chris Anderson
Ocala, FL

A valid concern, Chris, but we doubt designers will abandon storytelling just because their games are going online. Take Sega's Phantasy Star Online, for instance. It packs both an epic, linear story line *and* four-player network play. You'll get to share those classic gaming moments with others.

Congratulations. You win an InterAct controller. You will be receiving a Barracuda (PS), an Alloy Arcade Stick (DC) or a SharkPad Pro 64² (N64).

See page 289 for official rules.

You Asked For It! Poetry(?) Corner

*(**editor's note:** As published in a previous issue, for some unknown reason we have received several requests for a poetry section in EGM; we hope this satisfies all said requests.)*

Goodbye PlayStation (My Friend Of So Long)

My friend of so long; what could have gone wrong?
I can hear the fat lady sing; you're being replaced by your own offspring.
So what is so new; all I see is a 2?
And so what if it is four times better; I loved all those jobs between Rufus and Tanner.
I will miss all my zombie friends and Leon; and whatever will happen to Lillia and Rion?
You must feel like Kain in his first game; now your son's here to kill you, man you bet that is lame.
And where else would you, could you have a race; with a demon, a granny and a clown, that drive around shooting the other one's ace.
That was quite a task to make such a fight; between members of Wu-Tang, I played that all night.
You've raced men, cars, planes and sleds; I really love shooting the hell out of the undead.
Dinosaurs ate me too many times to count; and how Liquid died, I will never find out.
Not that you haven't had your share of stinkers; the smell of Spyro, Beast Wars and Fighting Force 2 still lingers.
I loved Final Fantasy VIII, I played it for hours; and I think Lara Croft faked her death to marry Austin Powers.
Now I shall lay you down for your final rest today; I am selling you, in an auction, with help from EBAY.

Justin A Wiest I
solidwolf22@yahoo.com

The sound of finger snapping was deafening around the offices at the end of Dean's dramatic reading of your meisterwerk, Justin. After we dried our eyes and finished our *extensive* group-hugging, we all agreed to never publish a poem again. Ever.

Want strong bones?

Your bones grow until about age 35 and the calcium in milk helps. After that, it helps keep them strong.

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EGM@ziffdavis.com

Send us your thoughts, your wishes, your innermost weirdness...or your pictures, crazy screenshots or photos of bizarre game-related moments.

Chrono/Cereal Conspiracy?

I wanted to let you guys in on a strange occurrence. My boyfriend bought me Chrono Cross on its release date. Well, that night I started playing and I was just, you know, exploring everywhere that the game would let me enter at that point. I decided I wasted enough time and headed on to my quest of collecting komoto scales at "Lizard Rock." So I entered Lizard Rock. That's when it hit me...I had an overwhelming urge just to drop my controller and run in the kitchen and whip up the biggest bowl of Fruit Loops I could possibly fit into my gullet. I just passed it off and tried to keep playing.

Meanwhile my hunger was still growing. This wasn't the worst of it. I finally got my last scale and was heading on to "Oppasa Beach." That's when it got to be unbearable. I stopped my game and luckily my mom just bought a whole new box of Fruit Loops, so I gorged and made myself sick, but it never happened ever again after that. I finished the game in four days, but I was glad there was no other areas that affected me in that manner, otherwise I would have found myself in serious need of Jenny Craig. My boyfriend deduced that it might have been because of all the colors used. Maybe there is a conspiracy using subliminal messages to try to sell more cereal. What do you guys think?

Kim Houck
Nahunta, GA
skyy82@hotmail.com

This is the first we've heard of such a suspicious link, but rest assured we are taking it *very* seriously. We have dispatched young Sewart to the local Gulp-n-Blow to get the largest box of said Loops of Fruit he can fit in his '89 Cavalier. When he gets back, he'll be locked in our soundproof room with Chrono until either a) the Froot Loops are completely gone, or b) he messes the couch. P.S. excellent use of the word gullet.

Something Fishy With Sushi...

Every month when I buy *EGM* I always look for something by Sushi-X and every month I read and think to myself, where the heck is Sushi-X? You gotta tell where Sushi-X is, and when or if he's coming back.

Matt Giglio
minimee@hot-shot.com

We get this a lot. And we've answered Sushi's legions of fans before: We simply don't know what happened to him. He has dropped completely off our radar. He had been contributing little bits and pieces, and then poof, nothing. If any of you, the loyal readers/Sushi fans have any info on his whereabouts, please let us know, post haste—he's still on the payroll.

Happy Valley On The Dreamcast?!?

First of all, you guys have a great magazine! I just wondered if you knew if anyone will make a college football game for the Dreamcast this year. Any information will be greatly appreciated. Thanks!

D. Williams
Jiggaman3290@aol.com

Don't be expecting to see college ball on the DC anytime soon. Stick to the ol' PS for your college pigskin fix.

We polled our experts (and we all know how painful that can be) and they are in agreement: The only folks who make college games are 989 Studios and Electronic Arts, so unless Sega has such a game up their sleeves, the answer is no.

The highly addictive Everquest; will it see the light of day on a PS2? Stay tuned.

PS2: Neverquest Or Everquest?

What better way could Sony show off their PS2's Internet gaming than to put their own Everquest on it? With a new expansion on the way, why don't they add this to their PS2 lineup? Everquest is a very popular PC game, and they could add PC-to-PS2 support like the Dreamcast did with Quake 3. The game is very addictive (commonly called Evercrack) and the graphics alone would sell the game. It would be just like Sony to ignore Everquest and act like they don't need all those people to make their console sell because we need them. They should capture this market before Sega wakes up and makes an online RPG of their own.

Jonathan Kay
joka290@home.com

Quartermann tells us that indeed work has begun on a PS2 Everquest, but nothing official has been announced.

"...I had an overwhelming urge just to drop my controller and run in the kitchen and whip up the biggest bowl of Fruit-Loops I could possibly fit into my gullet."

Modem (No)Operandi

A lightning storm recently took out my computer modem and Dreamcast modem. They were both on different phone lines and in different parts of the house. I went and bought another modem for the computer and quickly got it back on the Net. I figured I could order a modem from Sega and get my Dreamcast ready for Quake 3, Phantasy Star Online and the 2K1 sports titles. I wrote Sega an e-mail explaining my situation and asked

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Oak Brook, IL 60522-3338
e-mail: EGM@ziffdavis.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

about ordering a new modem. The representative said they don't sell modems separate, and I'll have to send my Dreamcast in for repairs. They asked me to ship (insured and registered) the console, the power cord, the phone cord, and the original controller in for a $70 repair. If the Dreamcast does drop to $150 it would almost be cheaper to buy a new one—wait a sec—it has (right now Sega owns the coal mine and I'm getting the shaft). I was upset so I sent a "nice" letter to Sega about my opinions and where they could put their repair technicians. I received an e-mail back saying, "We do have strict protocols that we must abide by" and "We cannot simply ship people replacement parts and allow them to repair their Dreamcasts by themselves for liability purposes." Liability issues, my #!@. The modem pops in and out and the device drivers are already installed on the Dreamcast. I would never have to actually open the case to my Dreamcast. It would plug in just like an Expansion Pak on an N64. My 2-year-old nephew could "install" the new hardware, so why does a technical repairs "expert" replace the modem and I can't? This sounds similar to Microsoft shenanigans to me. They are the only ones with a replacement modem and so I have to play by their rules or miss out on some great games. I was hoping maybe *EGM* will help me fight the cause and show the man what we think about their "liability issues." Hopefully I can bypass Sega entirely if there are any known plans of a third-party modem in development. Or one of my favorite *EGM* editors could swipe a modem from an unsuspecting coworker's Dreamcast for me (sounds like the easiest solution to me).

James Davis
trobriand@erictan.tierranet.com

Well, Sega probably doesn't want people popping their machines open and getting zapped. While it may seem simple to you (and it may be), there may be some less than "skilled" individuals who could somehow manage to foul things up, then cry "Lawsuit!" In the meantime, if I could just distract CJ long enough to pry the...

> **"...thank you for producing such a great magazine. So great in fact, I've become an addict. I can't function without my daily *EGM* hit."**

Gaming "Gal" Upset

Dear Male Pigs,

I am a woman of words. I refuse to stay silent any longer! I have a bone to pick with video game corporations everywhere. Why must I have to submit myself to all games targeted toward men? Why aren't any games designed for women? Any time I want to play an even halfway decent game, I have to endure some chick running around half naked the whole time. Give me a game where the guys show a little flesh. I admit there aren't as many girl gamers as there are guys. I think, nay, I demand more games for girls and I'm not talking Barbie! On a more positive note: I'd like to thank Rare for making Joanna Dark fully clothed and ready to kick some Alien (male) butt. Keep it coming. Until then—Lara Croft, put some clothes on!

Becky Gladney
Sylvester, PA

Whoa! Slow down now, hun! Aren't you overreacting a little? There are plenty of games for dames out there.

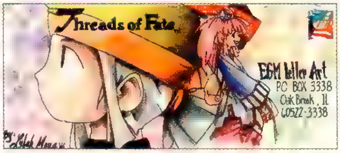
Here is an early screen shot of a dish washing simulator that looks *incredible*. More proof the gaming companies are aware of the growing number of 'lady gamers'.

Why, we can't even count all the dating simulators, cutesy puzzle titles and Hello Kitty games available nowadays. Between these and all the sewing simulators in development, you lady gamers oughtta be thankful. (By the way, we're being sarcastic.) The gaming world is waking up to the fact that there are more and more serious and casual female gamers out there. As video games become more mainstream, companies will have to continue to include women and all segments of the game-buying public in their plans to truly thrive.

LETTER ART

WINNER

Lylah Moua
Atlanta, GA



Congratulations! Your prize is on the way—an ASCII Specialized Control Pad for the PlayStation.

It features rapid-fire controls for all buttons and slow motion for those intense moments.

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art
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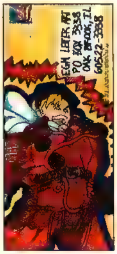
Oak Brook, IL
60522-3338

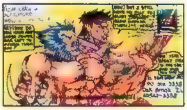
(All entries become the property of Ziff Davis Media Inc. and will not be returned!)

Close, but no controller

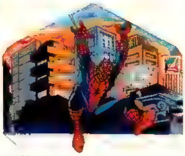
Bad luck to these guys... better luck next time. Feel free to e-mail us artwork as well.



Matt Berkheimer
Glens Falls, NY



Chau Le
Hayward, CA



Jeff Flores
Salem, OR

You Make The List

Occasionally we run lists like your "Top 5 Desert Island Games." Now we're gonna change it up a bit. Each month we'll choose a genre, and you e-mail us your Top 5 faves. This month's genre: RACING GAMES

EGM: Number One With Seamen

Sr. Beall sounding off from Navy bootcamp! I would just like to thank you for producing such a great magazine. So great in fact, I've become an addict. I can't function without my daily *EGM* hit. I know it's blasphemy, but I've been reduced to having my mother (cringe...) rip out five or so pages of the gamer's bible and cram them into an envelope. I've even had to ask her to write less and cram more mag! The Game Boy Advance shots look great and I can't wait to play Seaman. I'm disappointed with the negative response to WSB 2K. It was great for the Saturn. You can bet I'll still be a loyal reader when I'm running the nuclear propulsion system onboard the Navy's largest aircraft carrier. Keep up the exceptional work!

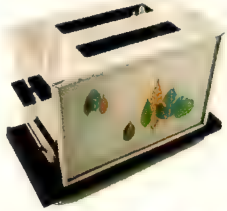
Go *EGM*!

Brain Beall
Great Lakes, IL

We seem to be getting a lot of mail from prisoners and military personnel lately. What's the connection between the two, if any? So far the only parallels we can draw are: tattoos, group showers, forcible confinement for specified lengths of time and weightlifting. Hmmm...

Moderator Offers "Crummy Toaster"

I've been trying to find the perfect topic to write about. Finally I find something that I could write in about and I find something just a little similar (just a little) and you put the guy down or whatever. It kind of scared me off from writing, but I got over it and I'm writing anyway. The guy with the similar topic was the one that asked you for help, to explain to his mother that it is OK to play video games at his age. I'm a moderator at a message board (the staff here will not ban you, unlike the Sega IRC chat as someone else wrote in) we need your help we don't have too many members and we would like tons more. The board is called RPG Boards (http://www.3dstream.net/rpgboards/) and now that I say that you might not print this. Like you said to the other guy, what can we offer you in return for your services? Well I can't offer nice appliances like you wanted, unless you want my crummy toaster that only cooks one side of the bread. All we could really give you is many thanks and maybe some recognition around the board. You can't really turn down a girl's request for help can you?



Yes, I am a girl (I think that might have been clear from the way I write) and a darn nice one. And yes, I am trying to use my gender to get the help.

Name Withheld

Hey, nobody said anything about *new* appliances. Dean's pretty handy, he'll take the toaster. I'm sure he'll have his bread brown on both sides before you can say shameless plug.

"I can't offer nice appliances like you wanted, unless you want my crummy toaster that only cooks one side of the bread. All we could really give you was many thanks."

The Brainstorm Commode

While I was on the toilet (reading *EGM* of course) I had a brilliant idea. Why not make MSG2, Dynasty Warrior 2 and Summoner for the PlayStation 2 Internet compatible? Picture it, the thrill of hunting down your opponent while avoiding guards, or playing co-op to foil Liquid Snake's evil plans. Imagine waging war against a friend in another state in Dynasty Warrior. Summoner, can you say Everquest and Ultima Online?

Tommy Barlow
Brighton, TN

Hmmm. Interesting. Seems we do most of our letter reading in the water closet as well. Swell ideas, we'll pass them on so the big wigs at the game companies can read them...

Reader Wants More "Sideline Action"

I'm a 30-year-old sports gamer. I was a Madden fan until '98 (that's when the players started looking like blocks with legs). When Visual Concepts came out with their sports games, I was extremely happy. But the excitement wore off when I started to notice the small details.

For example, in NFL 2K (and I'm assuming 2K1 also), there is no movement on the sidelines. All you see are banners for players. I would like to see the coach and the players react to a bad call or to a good play. (Like in NBA 2K). Wouldn't it be nice to see a player slam down a cup of Gatorade? Or a coach slam a clipboard down onto the ground when something happens negatively on the field.

Then there are the injuries. Back in the good old days Madden used to have a cart carrying the injured. 2K didn't, plus there weren't that many injuries in the first place. I want a good sports game that has all of the little details along with the obvious big noticeable things.

One more last gripe. Why are the uniforms already dirty in a raining game, when the game hasn't even started playing? Shouldn't the uniform gradually get dirty as the game goes on? Thanks for letting me get this off my chest.

Mark Lakes
Austin, TX

If it's sideline action you want, you're gonna have to snap your two-year boycott and buy Madden NFL 2001 for the PS2. They've got the rights to animate real NFL coaches in the game. As for your muddy uniforms question, that's a mystery. Maybe the guys were doing pregame fumble drills on a wet field...yeah that must be it.

SHORTS

From those with very little on their minds.

HSU & CHAN SHOULD REPLACE THE EGM STAFF!

Chris McRae
videogameboy@blclinks.net

Consider it done, good sir.

Is there any possible way that we can buy Crispin's video game?

Mark Dunlap
blink1008002@altavista.com

Sure, just send him a signed, blank check, and he'll get that right out to you.

Is the selling of ZDTV gonna affect your name???

Begaml@aol.com

Yes, in fact it will. We will now be called: *Joey Joe Joe Jr. Shabado Monthly.*

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By Chris Johnston chris_johnston@ziffdavis.com

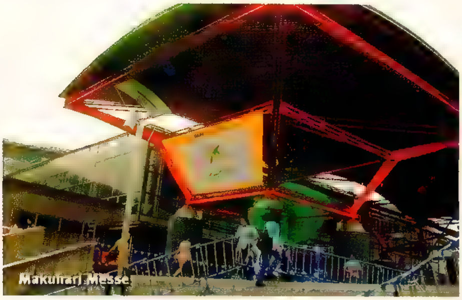
Tokyo Snoozer

Without Square or Sega, Tokyo Game Show loses its street cred

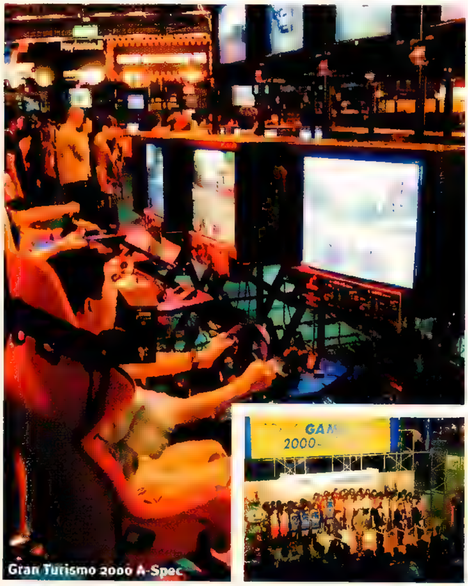
As Makuhari Messe opened its doors to Tokyo Game Show Autumn (held Sept. 22-24), there were already two reasons not to be as excited about it. Square and Sega, two of the biggest hitters in the game industry, decided not to showcase their wares at this show. Instead, Sega held its own Internet-based showcase in conjunction with events at Sega's Joypolis arcades around Japan the week after TGS. A usual highlight of the show are the huge plastic Dreamcast bags Sega hands out at the train station nearest the convention center—notably absent this year. They still decorated the station, but this time only with ads promoting its anti-climactic Net event. It's hard to tell if their non-presence is going to hurt them or help them—there are certainly new DC titles to show, and with the DC's current market position in Japan you'd think they would want to get them in front of as many eyes as possible. Sega did have two PC titles—Sakura Taisen 2 and The Typing of the Dead—at the show, but other than that, not a peep was heard from Sega. A total of 137,400 game fans attended the autumn show, just short of the more than 6,000 who attended the spring show.

PlayStation 2 Comes Out Swinging

Without Sega around to compete with them for gamers' time, PlayStation 2 was more or less uncontested. Nintendo has never attended a Tokyo Game Show (although they co-sponsored) and the number of N64 games at the entire show can be counted on one hand. While there hasn't been much to get excited about PlayStation 2-wise in Japan, Sony put those anxieties to rest by showing off Gran Turismo 2000, with its shiny new "A-Spec" subtitle. Gamers experienced the game in special chairs with rear-mounted speakers and used the new force-feedback steering wheel. There's no question that when it's released, GT2000 will be the PS2's killer app. Dark Cloud and a new PS2 title, Sky Gunner, rounded out the playable PS2 demos at Sony's booth. Glimpses of Popolocrois III, Extermination, Theme Park World and a few untitled games (though nothing that stood out as particularly amazing) were shown on monitors. Sony's sole PlayStation title was Crash Carnival, the Japanese version of Crash Bash. Just about every major third party had at least one big PS2 title.



Makuhari Messe



Gran Turismo 2000 A-Spec

Where Art Thou Metal Gear?

New footage of Metal Gear Solid 2: Sons of Liberty from its showing at ECTS was on display at Konami's booth, but it's still strictly on video (nothing playable). It still looks great, with new jaw-dropping sequences. Games like Z.O.E., Goemon, Shadow of Memories and Seven for PS2 and the company's Game Boy Advance games got most people's attention if they could tear themselves away from the ParaParaParadise stage show long enough.

Xbox: Silent But Deadly

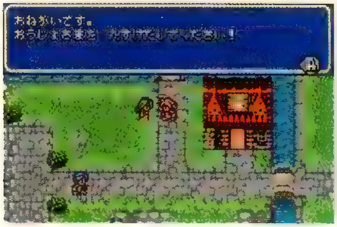
There's no machine to look at and there still aren't any playable games. But Microsoft continued its Xbox tease act by planting its logo all over Makuhari Messe. Numerous billboards for Xbox could be seen all over and the new logo was even on the back of the official TGS guidebook. But when it came to Xbox's presence at the show, it was only a space slightly bigger than a closet—a desk where Microsoft reps handed out Xbox postcards and stickers.

It becomes clearer with each passing TGS that Japanese companies aren't placing as much importance on it, showing only what's coming in the next six months (whereas at E3, some of the stuff shown is a year off). The show gets smaller and smaller each time with fewer exhibiting companies. Very few titles with 2001 release dates were even on display (no playable Klonoa 2?). Overall, this show wasn't too exciting with the exception of Gran Turismo 2000 A-Spec. Maybe next year there'll be some Gamecube or Xbox games to be excited about. And let's hope that next time, Sega doesn't decide to be a no-show.

TGS Scrapbook

One of the best things about going to Tokyo Game Show are the people. The last two days of the show are open to the public, and Japanese game fans turn out in droves. Some of them dabble in "cosplay" (a shortened word for costume play) and dress up as their favorite game characters. A few of the best that we saw are shown at left, clockwise from far left—Mog from Final Fantasy, M. Bison of Street Fighter fame, Torneko from Enix's Torneko: The Last Hope, and finally some younger players dressed up as Vivi, Zidane and Dagger from Final Fantasy IX.

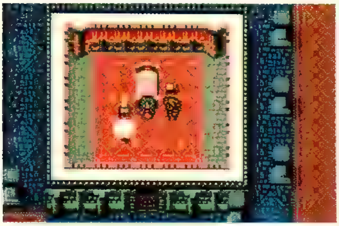
Not to be outdone are the booth babes. There seemed to be less of them than usual, but this Choro Q girl made us stop and check out Takara's booth several times. Above you see the front of the Sony booth, and at right—the closet-size Microsoft booth where you could pick up your Xbox logo stickers. Neato!



おねがいです。
おうじょさまを たすけだしてください！

Final Fantasy Wonderswan

Even though Square decided not to get a booth of their own at TGS this year, Final Fantasy fans could get their fix at Bandai's booth. That's where gamers could get their hands on Square's remixed version of the original Final Fantasy for Wonderswan Color. It'll go on sale the same day as the WS Color hardware on Dec. 9, and is available separately for 4800 yen (about $46) or in a pack with the system for 9999 yen (about $96). FFII and III will follow sometime after, along with a card-based RPG called Wild Card. Another Square title (compatible with both color and monochrome versions of the Wonderswan) called Hataraku Chocobo, is already on sale. Bandai confirmed at the show that the system will be headed stateside in 2001 (after they've taken care of the demand in the Japanese market), but exact plans haven't been nailed down yet.



FINAL FANTASY

SegaNet: All Systems Go

Does Sega's gaming network really work? The Review Crew—and you—speak

Who would have thought a gaming revolution could come in such a little box. But that's exactly what NFL 2K1 delivered when it shipped in its slender jewel cases on Sept. 7, the day SegaNet went live.

The online experience seemed anything but revolutionary from the get-go, though. Just like the Sega-sponsored MTV Video Music Awards that aired that evening, the gaming network suffered several hiccups on launch day. Gamers across the nation hit busy signal after busy signal. They were denied access. And when they finally found an opponent and kicked off their first online game, it suffered horrible la-la-la-lag or quit without warning. Gamers worried. This was the network that's supposed to save Sega?

All launch-day snags cleared up quickly enough, though. Turns out the culprit was a bigger-than-expected bumrush of gamers clamoring to make use of their 50-hour free trial. Sega says the servers have since been scaled to deal with this problem. "SegaNet is currently up and running wonderfully since its launch only three weeks ago," Lynn MacConnell, SegaNet's chief technical officer, tells us. "Being the first to create technology for an entire online gaming community will bring preliminary problems with it, but the problems that did occur were handled in a timely fashion and everything is running smoothly."

As of press time, Sega hasn't disclosed how many gamers have signed up for SegaNet or taken advantage of their free hours. Just before the network kicked off, Charles Bellfield, Sega's vice president of corporate and marketing communications, told us that 20 percent of the Dreamcast's installed base had registered for SegaNet—that's 400,000 gamers. And Sega's hoping another quarter million will sign up this fall as more online titles hit the Dreamcast (for the full breakdown of the games yet to come, flip to the next page).

But does SegaNet really work? Is it worth signing up for the 18-month commitment? And will you find us *EGM* guys tossing the pigskin and rail-gunning Quake III campers online? Yes, to all those questions. But for a more in-depth analysis, we've given Sega's network the full Review Crew treatment. Here's what the gang has to say...

Dean Hager

I was skeptical about playing NFL 2K1 online. Even though we'd been reassured by Sega, I still thought it'd be slow and buggy. I was wrong. Surprisingly, SegaNet's pretty good, although not perfect. Almost every time I've played there's been some intermittent lag time (1-2 seconds) and the occasional disconnection. It's really jarring to have your game abruptly end due to a connection loss or worse—your opponent quits unannounced. I hate that. You can't even yell at them. It's like getting hung up on or something. Learn some online manners, you quitters. Other than that crap, SegaNet is **about as responsive as a regular two-player match.** Really, that's the most important thing. I can't imagine how lame it would be if the players didn't react as quickly as they do in regular, non-network games. As for the fees, I think $22 a month is fair, especially since you get the initial 50 hours free. You have to have a keyboard though. Talking smack during a game is half the fun. Just don't ask me what I'm wearing or any freaky stuff like that.

Kraig Kujawa

I was always skeptical of console-online gaming with a 56k modem. My experience with PCs taught me that if you play action games with analog-modem bandwidth, you'll often be in for a frustrating night. But that's not the case here. When I played an almost finished version of Quake III Arena, **I expected annoying bouts of lag, but the hiccups were kept to a minimum.** I was also impressed by improved graphics, a snazzier interface, and the ability to use a keyboard and mouse for control. Sega did a great job of streamlining QIIIA to make it easy for everyone to jump in and play in ways that id software always should have. Even though QIIIA could be SegaNet's big-name app, it'll have to work hard to top NFL 2K1, which has taken *EGM* by storm. PC football games have been horrid online, and NFL 2K1 blows them all away. Finding opponents has been a breeze, but Sega should save records and penalize the idiots that drop out when I'm beating them. If they implement things like this, the network could be awesome, but I'm still very happy with it.

Greg Sewart

It only took a year! If you're anything like me, the thought of playing any sort of graphic-intensive game over a 56k modem gives you nightmares. Somehow, though, Sega pulled it off. I've played (and lost to) people all over the country with nary a hint of lag. Well, most of the time. **It seems like when SegaNet's good, it's great, and when it's bad, there's no point even trying to hook up.** Luckily the good times far outweigh the bad. Sega needs to be commended for giving everyone (in the U.S. at least...poor Canada) a free trial when they buy NFL 2K1 or the upcoming Quake III. Never has it been this painless, on console or PC, to get into online gaming. I love that I was online and playing within moments of booting up 2K1. Would I pay Sega the $22 per month they're asking to continue my service after the free trial is up? Probably not, but only because I want that ethernet adapter that'll allow me to use my existing cable connection with my DC. All in all, the only downside in my opinion is the lack of SegaNet launch titles. The wait for more online gaming is painful.

Dan Leahy

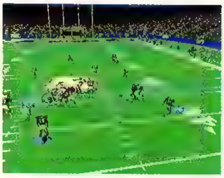
I love SegaNet. I may eat my words with a big serving of PS2 pie, but Sega's gaming service should significantly prolong the Dreamcast's life cycle. Gamers who thrive on competition (and I think that's just about all of us) will love SegaNet. Sports games, racing games, first-person-shooters—nothing's better than human competition for these, and that's exactly what SegaNet delivers. It's easy to get on, you get $150 back to sign up for 18 months, and there's a great selection of games coming out over the next six months. Sure, there are occasional "server hiccups," but so far these glitches have been infrequent and brief. **Once on, there are tons of opponents and plenty of good connections.** The lobbies could use some enhanced chat features, but I've heard such items are in the works. Still, it's plenty of fun jumping around the country looking for a familiar friend or foe. I can't imagine that anybody who tries the 50 free hours will not sign up full-time. It's that good. Maybe this is finally the killer app Sega needs to sell a few more systems.

Now It's Your Turn...

Enough of our jibber-jabber. Here's what *EGM* readers just like you are saying about SegaNet...

I go into my little hole of a room and try out NFL 2K1 for the first time, thinking it would be great. I get some wacky error, so I call up the Sega help line. The first guy tells me that using a three-way splitter could make you not connect. So I try that and I still get the same thing. I call up again and some dude tells me you have to wait a day after the first attempt at logging on. That doesn't work either! So I called them today and I get some chick who tells me you might need to add an @ and then your ISP name. Same error. I call them for the last time and **the last guy tells me that since I'm using the local ISP, it may be too slow for NFL 2K1!** That's the only ISP we hicks can get without dialing long distance! I don't really care if I get bad lag. I JUST WANNA PLAY! I think Sega is screwed up with SegaNet. The majority of the people want to use their own ISP because it's cheaper or it's not long distance. And what is it with AOL users not being able to play Internet games! I think you guys at Sega need to work this out a little bit before you lose even more profit.

Patrick Halacy



"On Sept. 7, the Sega scream returned."

Sega had to go and charge gamers $21.95 a month for access. WHAT IS THIS?! I mean take a look at Blizzard's Battle.net: It's free, it works, it's fun. What more can you ask for? **If Sega got its act together and provided free online play, it would definitely grab a lot of gamers' attention** and give Sega a high card to play against Sony, Nintendo and Microsoft.

shanelohnes@home.com

I connect with AT&T Worldnet, which I signed up for when I got my DC. I like using it for Web surfing and e-mail and stuff but it really sucks when I try to play NFL 2K1 online. I was told by a player with SegaNet that his games were all smooth. But **Sega doesn't have a local number for me to dial into SegaNet! What's up with that?** I guess I'm out of luck with online play and I am very disappointed. I wanted it sooooo bad. That's what I get for living in a overlooked midwestern state capitol I guess.

mlbierman@att.net
Des Moines, IA

NFL 2K1 is a stellar football game off-line, but when you go online to play, it feels different—the control is only slightly less responsive, and lag rarely occurs at crucial points when I need to press the green button. **The game is really fun to play online, more fun than any other sports game I've played**, and when I have three against one it's even cooler.

Dedpoolo18@aol.com

Wow—I knew NFL 2K1 was going to be huge online, but this fast? Leagues are already forming across the Net that aren't even affiliated with Sega.Net. Just check out www.BrownsTNG.com for a fine example. **In less than a week after NFL 2K1's release, they already have a 32-team, 16-week league formed.** Impressive!

Glen Brendel
TooFlyGHB@aol.com

I haven't tried SegaNet yet, but **I will definitely be getting on board with Sega once I think all the bugs are worked out.** I don't think the console is heading for certain death like others have predicted. Once people start to get a hold of NBA 2K1 and NFL 2K1 and getting a taste of playing people online, Sega will be raking it in.

Ray Briggs
lordxaraggie@hotmail.com

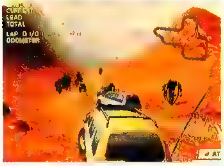
Last fall when I decided to buy a Sega Dreamcast, I had doubts in my mind, like many others, that the system would fail. **But now that I've taken the risk, I feel I'll be rewarded.** On Sept. 7, the Sega scream returned.

Eric Smith
yearofthepanda@home.com

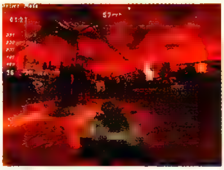
Your SegaNet Game Planner

You got NFL 2K1. You got Quake III Arena. You're squirreling away nickels for that DC broadband adapter that's hitting late this year. But what games can you play online in the meantime? Herewith, our month-by-month look at all the SegaNet-compatible titles launching between now and early 2001 (and note that we're only including games that offer full online play, instead of just special VMU downloads and such). Plan your online game time accordingly...

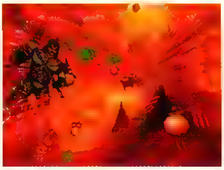
October



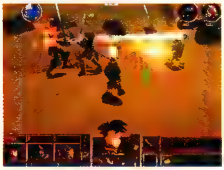
4X4 EVO • Gathering of Developers
From Gathering of Developers, this snazzy off-road title will be the first Dreamcast game—but certainly not the last—to offer online racing. Up to four players can compete over SegaNet.



GorkaMorka • Ripcord
Weird name, weirder game. GorkaMorka mixes racing and car combat in courses based on Warhammer (you know, that game with the miniatures). Online gamers recruit their own gangs, then race 15 opponents (we haven't been able to test that yet, though).

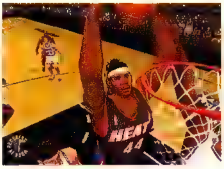


Kiss Psycho Circus: The Nightmare Child • G.O.D.
This PC port hits the Dreamcast with a new graphics engine and an online deathmatch mode. Sure, you can play it split screen, but why bother? Get online, man!

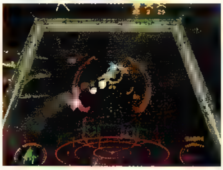


Legend of the Blade Masters • Ripcord
An action RPG similar in look and play style to Gauntlet Legends, Blademasters lets you play through the adventure cooperatively with others online (although the gameplay becomes more action-oriented).

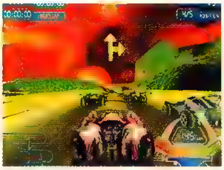
November



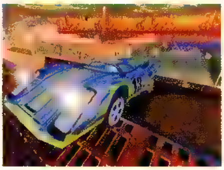
NBA 2K1 • Sega
Tired of tossing the pigskin online? Then Visual Concept's NBA 2K1 is hitting just in time—on Oct. 31. The online experience is more polished, especially the lobby interface. On top of that, you get classic players, improved passing, more moves—heck, just better everything. Sounds like a Halloween treat to us.



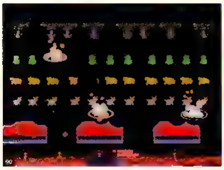
StarLancer • Crave
From developer Warthog—the gang of Colony Wars veterans behind Star Trek: Invasion—StarLancer dishes out a great single-player experience. But the important news here is you'll be able to dogfight opponents online. Sorry, but this is straight aerospace deathmatch; you can't fly missions cooperatively.



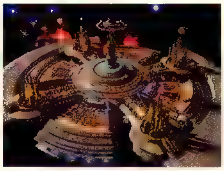
POD: Speed Zone • Ubi Soft
It's a safe bet this racing game will hit before Speed Devils Online. Better still, POD throws weapon power-ups into the mix, too—as well as some really funky tracks. You can race against up to four other folks online, then track your standings in an online hall of fame.



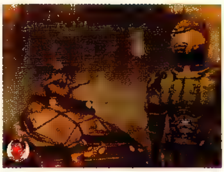
Speed Devils Online • Ubi Soft
Don't let the name fool you—what we have here is more than just the first game with a tacked-on network mode. Speed Devils Online is a true sequel, with new cars, new tracks and better visuals than the original. Speed Devils was already a great single-player racing experience; we can't wait to try this thing online.



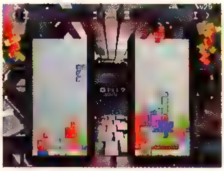
Worms World Party • Titus
If you ever played hot-seat multiplayer in Team 17's Worms Armageddon for Dreamcast, you're no doubt as excited about the prospect of playing this sequel online as we are. The classic turn-based gameplay will support up to four people, and WWP packs a massive variety of multiplayer-game types. This thing was built for online play!



Armada 2 • Metro3D
Metro3D wanted to make the original Armada an online title, but Sega's network wasn't ready. That's all changed with Armada 2. It lets you cruise through the game's RPG-in-space story with up to three players online. We haven't heard much on this game in a while, so chances are it's been delayed.



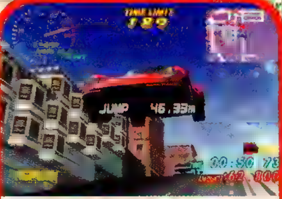
Shrapnel: Urban Warfare 2025 • Ripcord
A first-person shooter from Zombie, the guys who brought you Spec Ops, Shrapnel will offer online deathmatch action for up to eight players. We weren't able to confirm whether this game is still on track for a fall release, but the version we played way back at E3 was pretty polished.



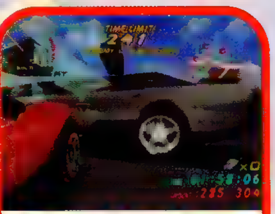
The Next Tetris: Net Edition • Crave
As if the puzzle game that begot all puzzle games wasn't addicting enough, Crave is releasing this online edition that lets you drop blocks with strangers over the Internet. Fancy yourself the Tetris world champion? Here's your chance to find out.

SUPER RUNABOUT

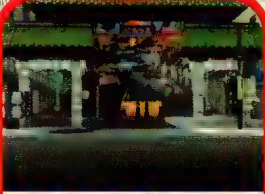
SAN FRANCISCO EDITION



Take Control of Over 25 Unique Vehicles.
Plow through the streets in a tank, jump your motorcycle over Union Square or keep it low and fast down Market Street in the Formula One racer. Speed or destruction, the choice is yours.



Challenge 16 Crazy Missions Within 2 Scenarios.
Pick-up bombs, take out kidnappers, stop a runaway cable car and more. Every mission you complete unlocks new options, vehicles and sections of the map.



The More You Destroy the More Bank You Earn.
Rack up the cash by smashing through buildings and landmarks, over turning cable cars and taking out taxis.

Traffic Laws Are For Tourists

Everyone knows the shortest distance between two points is a straight line... especially when you go over, under or through anything in your way! White-knuckle it through the streets of San Francisco in Super Runabout, the ultimate go-anywhere driving game for the Sega Dreamcast. Drive anywhere you want through parks, buildings, garages and more... just don't let silly things like traffic laws get in the way of a little fun.

"...may just give the taxi boys a run for their money."
-Gamers Republic, April 2000

"Take the playability and polish of Crazy Taxi, throw in the seamy underbelly of GTA 2, then add a healthy dose of the interactive factor found in... Destruction Derby..."
-Official Sega Dreamcast Magazine, July/August 2000

SUPER RUNABOUT
SAN FRANCISCO EDITION
Dreamcast
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www.interplay.com/superrunabout

Sega Dreamcast

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RP
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Interplay
BY GAMERS. FOR GAMERS.

developed by
CLIMAX ENTERTAINMENT

A long time ago in a galaxy far, far away...
TOTAL
TEEN
T
CONTENT RATED BY ESRB
Animated Violence
Dreamcast.
PlayStation

CARNAGE!
STAR WARS
DEMOLITION
Intense Star Wars Vehicular Combat
From the creators of Vigilante 8™
and Vigilante 8: 2nd Offense™
ACTIVISION.
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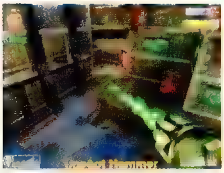
SegaNet Game Planner cont.

November cont.



Unreal Tournament • Infogrames
Developer Secret Level is porting Epic's frenetic first-person shooter to the Dreamcast—with online play intact (that's something you can't say about the PlayStation 2 version). They plan to allow up to eight players to battle online simultaneously. If you're keeping score at home, that's twice the number of players supported by Quake III Arena.

December

Heavy Metal F.A.K.K.2 • G.O.D.
The movie stunk, but the PC adventure game looked amazing—thanks to its use of the Quake III engine—and packed enormous, well-designed worlds. Now F.A.K.K.2 is coming to the Dreamcast with new monsters and other gameplay additions—including an online deathmatch mode. The game's arsenal of imaginative armaments, as well as your ability to wield two weapons at once, should make for an interesting deathmatch experience.

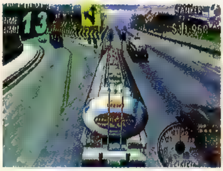
Internet Game Pack • Sega
Visual Concepts is developing this collection of parlor games—stuff like chess, checkers and card games—that you'll play with online opponents. These aren't the lame, bare-bones games your granny plays on her PC, though. IGP's visuals will be in full 3D. Not available in stores, this pack will likely ship on a browser disk that hits Dec 25. It'll also be the next first-party title with online support after NBA 2K1, since November's Sonic Shuffle no longer offers a network mode.

2001

Phantasy Star Online • Sega
Originally planned for a simultaneous worldwide release, PSO is actually gonna hit Japan a month earlier, in December. We're hoping that means the four-player online adventure will be a little more tweaked when we get our hands on it in January. Regardless, this game's got "revolutionary" written all over it.

Half-Life • Sierra
As you no doubt know, Sierra's Half-Life is hitting the DC as a solo-player experience in November. But here's the good news: A separate, online-enabled version will arrive in early 2001. It will let you play the fan-favorite mod Team Fortress Classic (you can be a sniper, medic, etc.) over SegaNet, as well as deliver other multiplayer goodies.

Daytona USA: Network Racing • Sega
If you've never experienced the addicting bliss of networked Daytona USA in the arcades, here's your chance to blow past real thinkin', breathin opponents online. This Dreamcast edition supports up to four players over SegaNet and packs improved visuals to boot.

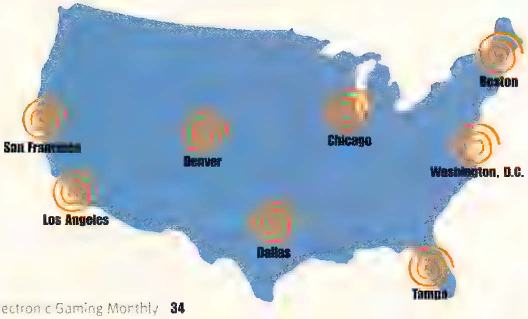


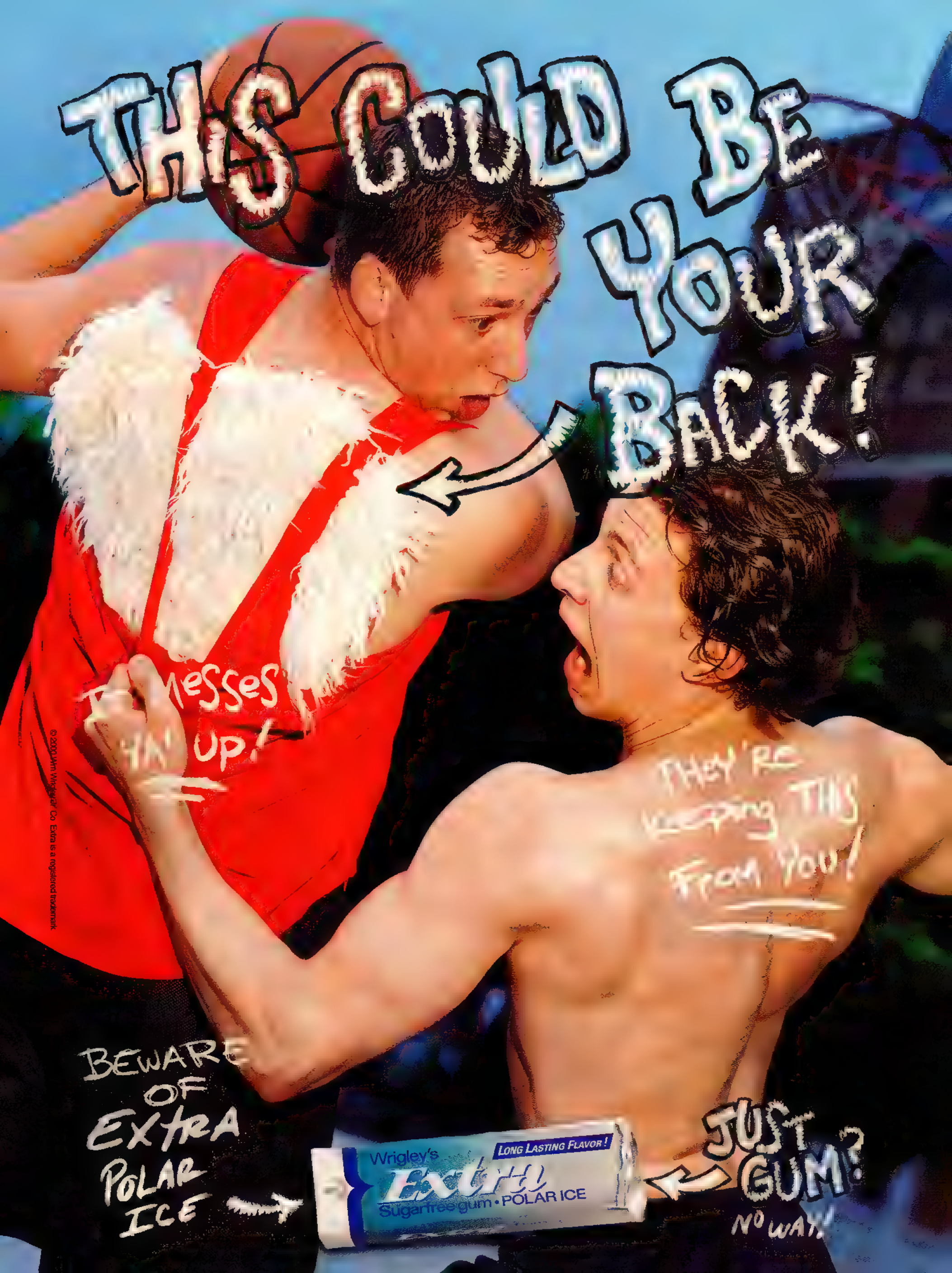
18 Wheeler: American Pro Trucker • Sega
Sega hasn't announced which network-compatible title will hit after Phantasy Star—either OutTrigger or American Pro Trucker. But we can't wait to get our hands on this straight-outta-the-arcade big-rig sim, which'll let you haul cargo across country in a highway race against an online rival. We hope it'll rumble our way in February.

OutTrigger • Sega
And now for a different kind of first-person shooter—courtesy of Sega of Japan. OutTrigger, which first appeared as a NAOMI arcade game, features small arenas, bright environments and extremely big guns. This four-player shooter—which supports split screen in addition to network play—plays much faster than your average FPS.

Server Fervor

If the online gameplay in NFL 2K1 and Quake III Arena are any indication, all the games listed here should offer nearly lag-free gameplay—especially once Sega's ethernet adapter hits in late November/early December. One key to SegaNet's high-speed performance is its blanket of servers (see map). Sega's plan is to provide enough local access numbers so gamers are within one or two hops of these eight main hubs (meanwhile, regular Internet Service Providers such as Earthlink may be five or six hops away, hence the lag endured by gamers using non-SegaNet ISPs). Do you have a main hub in your backyard? Check the map and see...




THIS COULD BE YOUR BACK!
It Messes HIM up!
THEY'RE keeping THIS From You!
BEWARE OF EXTRA POLAR ICE
Wrigley's
LONG LASTING FLAVOR!
Extra
Sugarfree gum • POLAR ICE
JUST GUM?
NO WAY!

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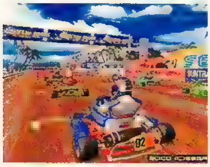


NAOMI 2

Sega's first three Naomi 2 games weren't playable, but video of them was shown on the company's main stage monitor: Club Kart (at left), Virtua Striker 3 (soccer game) and Wild Riders (a cel-shaded driving game).

Slamma JAMMA

Gun and music games rule at Japan's big arcade show

It's no secret that the arcade industry, both in the U.S. and Japan, has seen better days. So what are the major players doing to try to turn it around? If the annual Japanese Amusement Machinery Manufacturers Association (JAMMA) show, held Sept. 21-23 at Tokyo Big Sight, was any indication, their answer is this: stick with what works. And what is currently working (in Japan anyway) are the music and shooting games; we saw plenty of both in Tokyo.

Sega had perhaps the most dominating presence at the show, with a huge video wall showcasing their sizeable lineup of new arcade titles, including an updated **Samba de Amigo ver. 2000** and a similar game that used tamborines instead of maracas. Other Sega titles included **Planet Harriers**, the sequel to perennial arcade favorite Space Harrier (see arcade previews in *EGM* #136), which with its lock-on missile actually played a lot more like Afterburner. We'll probably be seeing more of other Naomi games like the Virtua Cop-esque **Confidential Mission**, House of the Dead clone **Death Crimson OX** and music DJ game **Crackin' DJ** (see arcade previews this issue for more on these) on the Dreamcast soon. A new racing title, **NASCAR Arcade** (produced in association with EA), and flight simulator **Sega Strike Fighter** (which uses the Ferrari F355 triple monitor cabinet) rounded out the booth. Perhaps the most exciting Sega news, however, is what they *didn't* have at the show: a looping video briefly displayed a logo for the **new Virtua Fighter game**, currently called VF X. Word has it that Seiichi Ishii, who worked on the original Virtua Fighter, Tekken and Tobal games (and currently works as president of Dream Factory), is consulting with Sega on development. VFX is set to use Sega's new **Naomi 2** arcade hardware, which was also at the show but without any playable games that used it.

Konami seems bent on pumping out as many new editions of their popular music and dancing games as possible: Dance Maniax 2nd Mix, Guitar Freaks 4th Mix, Keyboard Mania 2nd Mix, Drummania 3rd Mix, Beatmania III, Beatmania Core Remix, Beatmania IIDX 4th Style, Dance Dance Revolution 4th Mix—you get the idea. But in the midst of all these updates was perhaps the standout game of the show: **The Policeman—Shinjuku 24 Hours**. You play a Japanese cop after crooks in a first-person Time Crisis-style shooting game; the hook is that instead of hitting a button or pedal to duck, you actually duck yourself to dodge incoming enemy fire. Your physical movements are read by sensors and your view on the screen adjusts accordingly. It works great and goes along perfectly with the gritty, realistic feel (complete with suspects' faces blurred during the arrests, just like on *COPS*) of the rest of the game.

Namco was showing off their new PlayStation 2-based arcade hardware, System 246, in linked **Ridge Racer V** cabinets (which looked just like the home version but with a few new cars) and footage of **Bloody Roar 3**. They also seemed to be jumping on the music and gun bandwagon with a traditional Japanese drumming title and the one- or two-player **Ninja Assault** shooting game (where you play a ninja, and yes, you have a gun), Silent Scope rip-off **Golgo 13** and **Point Blank 3**.

The rest of the show was largely a mix of Japanese arcade staples like slot machines and horse-racing setups. So what's going to be the next big thing to invigorate the arcades the way fighting games did in the early '90s and music games did a couple years back? Don't look for the answer in arcades anytime soon. Maybe next year...

namco
KONAMI

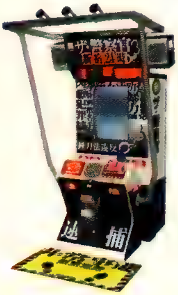
(Top to bottom)—Ridge Racer V, Namco's traditional Japanese drumming game, Bloody Roar 3 and Konami's crowded booth.

The Good...

Part of the floor was dedicated to classic older arcade games: Hang-On, Space Harrier and Street Fighter II, among others.

Planet Harriers

Sega's Planet Harriers was definitely a highlight, although the frenzied gameplay reminded us more of Afterburner.



The Policeman—Shinjuku 24 was the best new concept we saw. It's a gun game where you duck in real life to avoid gunfire on screen.

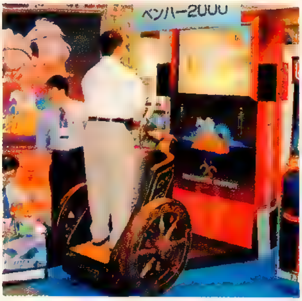
The Bad...

The SNK/Neo•Geo portion of Aruze's booth was a few machines in the corner of their booth—about 5% of their total floor space. Gotta make room for all those slot machines!

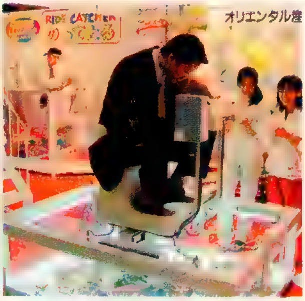
The Naomi 2 tech demos on display at Sega's booth were pathetic—way beneath PS2 quality. We know the hardware is capable of much better, Sega. Let's see it.

Most of Konami's booth was filled with countless music-game rehashes and updates like Beatmania IIDX 4th Style (how's that for a name?). More original titles, please.

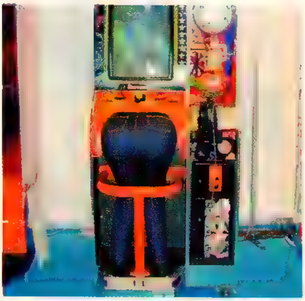
And the *Goofy.*



Don't be fooled by imitations: Ben Hur 2000 is the only authentic chariot-racing simulator with the patented reigns controller.



Need that worthless plush toy but gotta go potty? Now you can do both! Just sit down and relax on this bizarre crane game.



It's back! Ass-poking sim Boong Ga Boong Ga returns, much to the delight of *EGM* editors and perverts everywhere. Have fun!!

MATURE
M
CONTENT RATED BY ESRB
Animated Violence
Animated Blood and Gore
Suggestive Themes
PlayStation
KRONOS
DIGITAL ENTERTAINMENT INC
EIDOS
INTERACTIVE

MURDER AND MAYHEM INTERRUPTED BY FREQUENT DRESSING AND UNDRESSING.
fear effect 2
RETRO HELIX

EIDOS
FREE RADICAL
TEEN
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CONTENT RATED BY
ESRB

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PlayStation 2

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SEGA'S ECTS PREMIERE

Sega threw a premiere party just prior to the opening of the European Computer Trade Show (ECTS). Sonic and Ulala welcomed guests as they were treated to demos of the latest DC titles, complete with movie-style posters.

DEVELOPER PROFILE

Tiburon Entertainment

Location: Maitland, FL
Web site: http://www.tiburon.com
# of people: 100

Current project(s): Madden NFL 2001 (PS2, PS one, N64, PC).
Titles team members have worked on previously: All versions of Madden PS one, N64, Saturn. Madden PC since Madden 99. NCAA Football 98 -2000. Soviet Strike Saturn, Nuclear Strike PC, Madden 94-97 SNES, College Football USA 97 Genesis, NHL 96 Genesis, Mechwarrior 3050 SNES.
Most exciting aspect of the next-generation consoles: The sheer power of the machine and what that means to our upcoming games.
During late-night programming sessions, we: Eat Krispy Kremes and watch *The Simpsons*.
Our favorite game to play in the office (not by us) is: Diablo 2, Counter Strike 2 and Quake 3 Arena.
Music that inspires us around the office: Bughead, *The Simpsons* theme song, *Sanford and Son*'s theme song.
Story behind our name: Tiburon means shark in Spanish. Sharks are often very aggressive, which is similar to our company culture. The hammerhead is unique, which is why it was chosen for our logo.
Favorite office catchphrase or slogan: Just five more minutes. You're killing me...
Being in Florida, away from EA lets us: Do whatever we want.
The hardest thing about our job is: Managing the hours it takes to make good games.
The thing we're most proud about in Madden PS2 is: When we started the project, we set lofty goals for Madden, to be out at PS2 launch, and to be a genre-defining product. A lot of hard work later, we're on the verge of finding out how we did.

FTC Says M-Rated Games Marketed to Kids

Life after the Columbine shootings isn't the same for the video game industry. The controversy over violent games arose again in September as the Federal Trade Commission released a report entitled "Marketing Violent Entertainment to Children," a review of self-regulation and marketing practices in the movie, music and game businesses. President Clinton commissioned the report after the shootings last year.

The FTC faulted all three industries for failing to prevent kids from getting into R-rated movies, buying music with explicit content, or buying mature-rated games. In an FTC test, kids succeeded in buying M-rated games 85% of the time. The FTC also found that companies in each industry also specifically marketed mature entertainment to kids as indicated in confidential marketing plans - 51% of 118 M-rated games had such marketing plans. Doug Lowenstein, president of the game trade group Interactive Digital Software Association, testified before the Senate Commerce Committee that the game industry was proud of its record in establishing a rating system and advertising it to parents, but he said the group doesn't condone the practices the FTC discovered.

> **"I can understand it isn't appropriate to advertise Resident Evil in *Sports Illustrated for Kids*. But I believe it's OK to advertise in game magazines."**

The FTC said it was alarmed that M-rated games were advertised in game-enthusiast magazines which had more than 35% of readers under 17. It noticed that one game was advertised in a magazine as "not yet rated" when in fact it had been assigned a mature rating four months prior to the ad's publication.

Several senators compared such "intentions" to market violence to kids as reprehensible as the tobacco industry's Joe Camel cartoons. But Mr. Lowenstein bristled at what he called a "business disagreement" with the FTC over whether it was appropriate to advertise mature games in game magazines. He noted that a survey of 16 game magazines showed that of 1,830 ads, only 188, or 10%, were for M-rated games.

Concurrent with the release of the FTC report, Kmart and Wal-Mart both announced that they would begin a screening program which would flag M-rated titles at the cash register to make sure the buyer is the appropriate age. Toys R Us already has a similar procedure in place.

"Kmart recognizes its responsibilities in helping parents monitor the content of video and computer games purchased for their children," Andy Giancamilli, Kmart's president and chief operating officer, said in a statement.

"I can understand it isn't appropriate to advertise Resident Evil in *Sports Illustrated for Kids*," says Peter Moore, president of Sega of America and another who offered testimony. "But I believe it's OK to advertise in game magazines."

Mr. Moore said there would always be some "spillage of the ad message" to younger kids, but does that "mean they have the right to legislate where we can advertise?" About 59% of the readers of *Electronic Gaming Monthly* are 17 or older, but the FTC nevertheless noted it was skewed to kids.

Game publishers aren't likely to be banned outright from advertising M-rated games in media that have a combination of older and younger audiences. But you can bet that the scrutiny will fall hardest on the kind of ads that appear from now on.

Jason Short, a game design educator at Full Sail trade school in Orlando, Fla., noted that it's probably OK to advertise M-rated games in game-enthusiast magazines as long as the ad content is clear.

"You can always scale down the ad," he says. "Give the gist of the game, focus on the gameplay, but don't harp on the blood, gore and naked women."

-Dean Takahashi, *Red Herring. He can be reached at dean.takahashi@redherring.com*

PETER MOORE
SEGA OF AMERICA
President & COO
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Can't get enough Gradius? Check out these Web sites for all the info on all the games you'd ever need:

Gradius Home World — http://www.gamestone.co.uk/gradius/gradius.html
Gradius Army — http://fly.to/gradius/
Planet Gradius — http://www.pc-manager.com/planetgradius/
Life Force Planet — http://zap.to/lifeforce

EGM Talks with the Gradius III & IV Team

Konami's Gradius III & IV gets released on the PS2 in November, so we sat down and threw the team a few burning questions about this classic shooter series:

EGM: How many people worked on Gradius III&IV for PlayStation 2?
GT: Six—four programmers and two designers.

EGM: Why was the decision made to bring these games out for the PS2 over another system?
GT: Trying to port Gradius III & IV to other systems would have been much more difficult due to processing speed and memory space. Our goal was to do a genuine 100% port of the arcade games, and that is why we picked the PS2 from the very beginning. The processing capabilities are more than enough for a 2D game, and if these were used 100%, we believe greater things could be done on this machine. The problem we ran into was setting up the development environment for this new hardware.

EGM: Has there been any pressure to make a 3D Gradius game?
GT: The Gradius series has been a monumental shooter for Konami, and we believe there have been a lot of requests for a 3D version. There was a game in Japan (we don't know if it ever made it to the US) called Solar Assault—a 3D shooter that employed the Gradius game system. However, we have rediscovered through the development of Gradius III & IV that the high level of gameplay satisfaction of the Gradius series comes from experiencing the controls in a 2D environment.

EGM: What is it about the Easter Island heads that made you include them in the game?
GT: The Easter Island statues were only a part of one of the stages in the very first Gradius game. Then they just happened to make it into the sequels. The statues ended up becoming a key element in Gradius and can no longer be removed.

EGM: What games has the team worked on in the past?
GT: We worked on the PS conversions of Sexy Parodius and the Salamander series.

EGM: What are the most important elements in making a good shooter?
GT: We think the most important element is the feel of exhilaration. In Gradius, the most exhilarating moments are when you are fully equipped and you blast away your enemies. In addition to this exhilaration factor, Gradius introduced unique power-ups and the "option" system which allowed strategic gameplay.

EGM: What do you think of the shooter genre's place in the video game market in Japan? Are shooters popular anymore?
GT: Shooters are becoming more and more difficult, and the non-hardcore gamers cannot play them. Diehard shooter fans still do exist, and although shooters are not as popular as they used to be, there is always that stable level of popularity.

Gradius Spin-offs

Gradius was so successful that Konami created several more shooter series—Salamander (aka "Life Force" in the U.S.) and Parodius (a parody of Gradius with hilarious and sometimes risqué imagery).

Salamander

IMPORT CALENDAR

Sin & Punishment

Import Pick of the Month: It's been a while since we've had an N64 game as ye old pick of the month. But Treasure's Sin & Punishment makes the grade.

PlayStation

11/30	DDR Disney's Rave, Konami (Music)
11/30	Tales of Eternia, Namco (RPG)

PlayStation 2

11/30	Unison, Tecmo (Music)
Nov.	Dance Summit 2001, Enix (Music)
12/21	Gundam, Bandai (Action)
12/22	Top Gear Daredevil, Kemco (Racing)
Dec.	Carrier: The Next Mutation, Jaleco (Survival Horror)
Dec.	Dark Cloud, Sony CEI (RPG)
Dec.	The Bouncer, Square (Fighting RPG)

Dreamcast

11/16	Bio Hazard 3: Last Escape, Capcom (Survival Horror)
12/7	Rival Schools 2, Capcom (Fighting)
12/14	Samba de Amigo Ver. 2000, Sega (Music)
12/21	Phantasy Star Online, Sega (RPG)
Dec.	Guilty Gear X, Atlus (Fighting)
Dec.	Sonic Shuffle, Sega (Party)
Dec.	Macross M3, Shoeisha (Shooter)

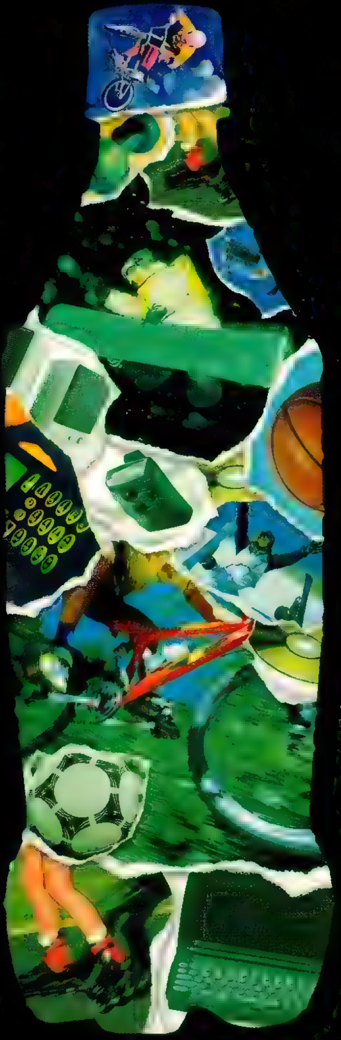
Nintendo 64

Oct.	Sin & Punishment, Nintendo (Action)
Nov.	Custom Robo V2, Nintendo (Action)
11/30	DDR Disney Dancing Museum, Konami (Music)
Dec.	Echo Delta, Nintendo (Strategy)
Dec.	Pokémon Stadium Gold/Silver/Crystal, Nintendo (Action)

Game Boy

12/14	Pokémon Crystal, Nintendo (RPG)
Dec.	Legend of Zelda: Fruit of the Mysterious Tree, Nintendo (RPG)

*Schedule subject to change without notice. Consult your local import game store for the latest release information.



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Xbox

Can't We See What It Looks Like?

Japanese gamers saw the Xbox logo just about everywhere (in this case, next to the line to get in) at TGS. And at ECTS, we saw this little booth advertising Xbox jobs (pictured below).

Microsoft XBox Jobs Here

On Sept. 20, software heavyweight and console newcomer Microsoft held a press conference to unveil the names of over 150 publishers that had signed on to develop and publish games for the upcoming Xbox. Microsoft is perhaps the only company that can lure the press to announcements about which companies are going to be making games for them without playable games or actual hardware or a controller. But hey—we're still excited for when that day will come. When's that day going to come again?

With the gaming media in attendance, Microsoft rattled off the names of big developers like Namco, Capcom and Konami—three Japanese developers who have produced must-have titles for the biggest consoles. This quelled immediate concern that Microsoft wouldn't be able to sway Japanese publishers.

"Even though we listed over 150 publishers and developers today, there are many more that are unannounced, but actively developing games for the Xbox right now," J Allard, Microsoft's third-party general manager told us. "I can guarantee that virtually every publisher that you could want to see on Xbox will be on Xbox."

Later in the day, Konami announced that it'd received 100 development kits and is hard at work on its first two Xbox titles—Silent Hill X and Metal Gear X (an enhanced "port" of Metal Gear Solid 2: Sons of Liberty). More surprising, Universal Interactive announced that Crash Bandicoot, known for years as Sony's PlayStation mascot, would make the jump to Xbox as well.

"As far as games being 'exclusive' to any particular platform, I think the usefulness of that strategy is obsolete," Allard told us.

On the flipside, there were a few curious omissions from the list. Electronic Arts and more significantly, Squaresoft, were not mentioned. EA has commented that they are in talks with Microsoft. As for Square—let's just say we saw several Microsoft representatives at the company's Tokyo offices while we were there.

Following the announcement of publishers and developers, Allard took center stage and announced to the crowd that they were about to "see things they had never seen before on any other console." What followed was a demonstration of familiar titles such as Unreal Tournament, glimpses of Metal Gear Solid's sniper mode, flashes of Silent Hill 2, footage of V-Rally, Lightweight's Kengo, and other less memorable games, including a Floating Runner-esque platformer that some confused with Sonic the Hedgehog. The after-conference mood was subdued, as the general impression was less than thrilled with the display of software pyrotechnics. Although it's way too early to judge, the MTV-style-edited demo seemed like more of an excuse to one-up Sony's PS2 Gamer's Day (which followed a week later) than to show anything of true substance.

Microsoft also made the announcement everyone was waiting for—that the final name of the system known as Xbox would be (drum roll please)...Xbox. "Well, we went through hundreds of candidates and almost went with another name altogether. But everyone we talked to said 'all the buzz is on Xbox, keep it Xbox.' We're the X-factor, and this is the Xbox, so we stuck with it. It's simply the best name for the system."

Xbox third-party general manager J Allard poses with the X-shaped mock-up unit.

Developer list

[illegible]

- Acclaim
- Activision
- Angel Studios
- ARC System Works
- Argonaut
- Arika
- Artdink
- Artoon
- Atlus
- Attention to Detail
- Bandai
- BioWare
- Capcom
- Climax Ltd. Co.
- Codemasters
- Core Design Ltd.
- Crave Entertainment
- Crystal Dynamics
- DMA Design Ltd.
- Eidos Interactive
- Fox Interactive
- From Software
- Gathering of Developers
- Genki
- Hasbro Interactive
- Havas Interactive
- Heavy Iron Studios
- Hudson Soft
- Humongous Entertainment
- id Software
- Imagineer
- Infogrames
- Interplay
- Jaleco
- Kalisto Entertainment
- Kemco
- Kodiak Interactive Studios
- Koei
- Konami
- Majesco
- MGM Interactive
- Midway
- Monolith Productions
- Namco
- Neversoft Entertainment
- Paradigm Studios
- Pipe Dream Interactive
- Red Storm
- Reflections Interactive
- Ripcord Games
- Riverhillsoft
- Rockstar Games
- Saffire Corporation
- SouthPeak Interactive
- Spike Co., Ltd.
- T&E Soft
- Taito
- Takara
- Take 2 Interactive
- Tecmo
- Telenet Japan
- The Pitbull Syndicate
- THQ
- Titus
- Treasure, Inc.
- Ubi Soft Entertainment
- Valve
- Virgin Interactive
- VIS Entertainment
- Vatical
- Warthog

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> **"...it always feels a bit incomplete. Maybe once it is complete and we think it is complete, that's the end of Final Fantasy."**
>
> *- Nobuo Uematsu, Final Fantasy composer, on what he would have changed about FFIX*

An interview with Square's Final Fantasy IX team

You could get lost in the sea of monitors that make up Square's Quality Assurance department (left). And at right is the the reception desk at Square's Tokyo offices.

FFIX team members Kazuhiko Aoki (Event Design), Yasushi Kurosawa (Battle Design), Hideo Minaba (Art Director) and Nobuo Uematsu (Original Score & Music) took some time out of their busy schedules to sit down with us to answer a few questions:

Q: I guess we should start it off by asking general questions...like, how long did the project take and how big was the team?
Final Fantasy IX Team: It took around two and a half years. As for staff members, on our side 250 people. We also had some part-timers for QA-300—so a total of 550 people.

Q: FFVII and VIII were more serious games. What was the reasoning behind making FFIX a more humorous game?
FFIXT: Mr. Sakaguchi came up with the original idea for the scenario—it was less serious and more humorous. And since we understood that was the direction, we came up with characters that were a little bit smaller in order to match the scenarios.

Q: What are the main themes you build from when you start out making a new game?
Kazuhiko Aoki: I don't really think about it as a Final Fantasy game project. Of course, I look into what we've done so far, but I don't think there are any specific limitations or things we can't do because it's an FF game. So whenever we are in a project, I just think of what the best thing could be that we could do, and everybody just brings in their ideas, and that's how, eventually, we come up with a new game.

Yasushi Kurosawa: I've been playing the games for several years so there have been aspects that've really touched me or that I thought were really good. I also try to think how we can make those better.

Nobuo Uematsu: A while ago when I was talking to Mr. Sakaguchi, he said that Final Fantasy is an image of a person running—a story running. So that's the image that's always stuck in my head.

EGM: Unlike the modern feel of VII and VIII, Final Fantasy IX returns completely to the fantasy genre...
Hideo Minaba: As this is the last single-digit Final Fantasy, we wanted to give the feeling of a series watershed, a sort of grand collection of what has come before. Also, since the black mage known as Vivi is a key character in Final Fantasy IX, part of the world design was centered on him. To put it another way, if we kept showing the same futuristic images in Final Fantasy VII, and VIII, and in Final Fantasy the Movie, I think people would get tired of seeing the same old thing again and again.

Kazuhiko Aoki

Above, from left: Kazuhiko Aoki (FFIX Event Director), Yasushi Kurosawa (Battle System Design), Hideo Minaba (Art Director) and Nobuo Uematsu (Music Composer).

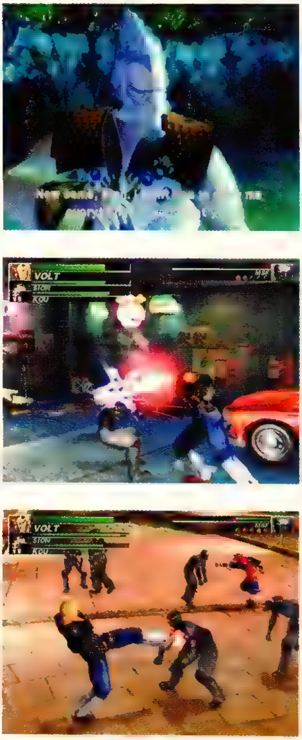
Q: Mr. Uematsu has done music for many many games. Does he ever get writer's block and what does he do to overcome it?
NU: If it's a day or two not being able to come up with a note—that happens sometimes. What I try to do is drink and forget about it. I make sure I continue working. Not just say, "I can't do this" or "I won't touch it." Even if it's just a few notes in a day, I try to do it. Up to Final Fantasy VIII, I was given around eight months (for all the songs). This time, I asked for eight months, but actually I think it went up to 11 months.

Q: How much time is actually spent planning the game out before production even begins?
YK: For the battle part, preproduction took around a year. We'd create something, and if it didn't work out, we'd just throw it out. We'd do simulations without any art—a dot moving around. If it didn't work we'd throw it out and start all over again.

Q: Is there anything afterward that you think could've/should've been changed?
NU: I always think the games are incomplete, in a sense. Of course we always try to make it perfect, but when we look back we always find points of improvement. We are proud of what we've done and satisfied to a certain point but it always feels a bit incomplete. Maybe once it is complete and we think it is complete, that's the end of Final Fantasy.

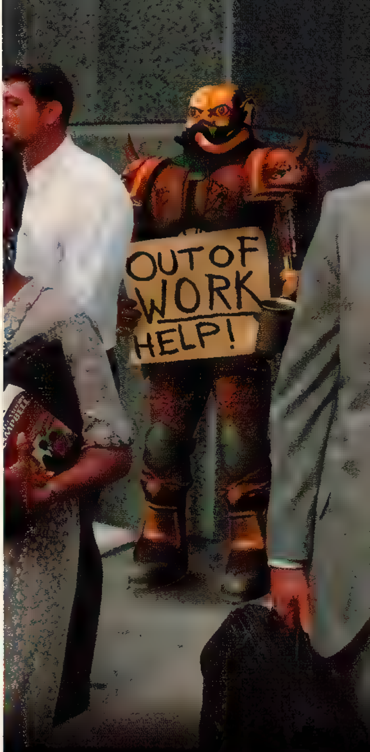
New Details on The Bouncer

While at Square, we also had the opportunity to sit down with members of The Bouncer team and have gathered more details about the game. First, the story in this estimated 20-hour-long (!) game will branch depending on which character you choose and you'll experience events in the story from different perspectives. Once you've unlocked characters in the game's story mode, you can use them in the versus mode. Since characters learn new moves throughout the game, you'll be able to use your customized character against a friend (up to four players can battle in Versus Mode). The fighting system is described as closer to Ehrgeiz than Dream Factory's Tobal series. But unlike Tobal, there are no exploration elements to the game; instead it relies on fast-paced action to tell its story. It will support the PS2's analog buttons, and you'll be able to attack quicker depending on how hard and quick you press them. Early video of The Bouncer showed characters breaking chairs, tables, things on the wall, etc. However, that has changed and director Takashi Tokita told us that the emphasis on that ability has been removed from the game. Background music is in various styles (rock, jazz, classical), and includes a piece performed by a 24-piece orchestra. Square will release The Bouncer in Japan this winter with a U.S. release a month later, in January. Both will have language and subtitle options. If you're familiar with English dubs of animé, you may recognize some of the voices. We weren't allowed to *play* the game or see anything except cinemas in motion—but Square did provide us these new screenshots.



New screens from The Bouncer show Volt kicking some serious arse.

Three of the main people behind Square's The Bouncer (from left to right)—Takashi Tokita (Director), Tetsuya Nomura (Character Designer) and Shinji Hashimoto (Producer).


OUT OF WORK HELP!

PUTTING CRAPPY GAMES OUT OF BUSINESS.

Don't buy a lame game.
Check it out on FirstLook.com first.
FirstLook.com lets you see
streaming samples of games
before you buy, so you can see
them in action.
Log on to FirstLook.com
and see it before you buy it.

first look.com

"I'm interested in developing for Game Cube. I have no current plans for Xbox. At this point, it is unclear how they will handle the Japanese market."

-Shinji Mikami, Director of Capcom's Resident Evil series

GAMING OVERSEAS

The View From Japan

It's no secret that the Japanese game market is shrinking every year. According to the Computer Entertainment Software Association (CESA), overall sales have gone down since 1996, continuing this year. Only six titles sold more than 1 million copies in both 1998 and 1999. But even in a year with Final Fantasy IX and Dragon Quest VII, as of this writing so far only three titles sold more than that.

Sega's Dreamcast is struggling, and so is the company. The console was launched almost two years ago. But its sales have already been surpassed by PlayStation 2 which debuted only seven months ago. Even though the DC has plenty of solid games, people haven't been paying attention, and most DC titles haven't done well. Perhaps Sega's half-and-half approach toward consumers has made both casual and hardcore gamers stay away.

Opposed to the DC, Nintendo 64 is doing surprisingly well thanks to a strong first-party lineup. Sure, Nintendo might be the only one making games for it, but as long as they do, people will keep buying the system and games. Sales of N64 systems are no less than the DC now. But their games are doing really well. Two years ago, many thought the N64 was dead in Japan and Nintendo was in big trouble. But that all changed with the release of one game, Legend of Zelda: Ocarina of Time.

As for PlayStation 2, it's still selling, but compared to the sales of the console, games aren't selling as well. Some research has indicated that many people bought the PS2 to watch DVDs. As a matter of fact, after the PS2's launch, there was a huge spike in DVD sales. Eventually these people will buy games, too. Games like Tekken Tag Tournament, Ridge Racer V and Kessen are selling pretty good numbers. But surprisingly, some games have sold less than 5,000 copies in the first week.

***EGM*'s man in Japan, Yutaka Ohbuchi.**

RPGs were a favorite genre for most Japanese gamers. But unlike a few years ago, besides FF and DQ (and maybe Pokémon, if you count it as an RPG) no other RPG is even a blip on the radar.

Why is this? People have only a limited amount of time and money to spend, and some seem to be realizing that sitting in front of TV set for 40-plus hours isn't worth it. That's one of the reasons why Pokémon and games like Dragon Warrior Monsters for GBC are so successful: You can start and stop whenever you want. It's a good time-killer while commuting on the trains in Japan.

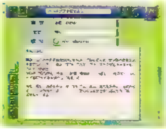
While many Japanese still take video games very seriously, the casual gamer market seems to be stagnating. Games like Metal Gear Solid or Sonic Adventure sell more copies in the U.S. than in Japan. And this trend will probably continue. But you don't have to worry that Japanese companies will stop making games for hardcore fans. As long as people want those kinds of games—no matter where they live, they will continue coming up with them.

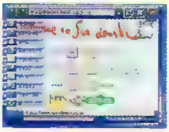
– Yutaka Ohbuchi

PlayStation 2 Gets Peripherals Aplenty

In Japan, PlayStation 2 peripherals are raining down like cats 'n' dogs, and all of them showed up for the party at TGS. Sony is releasing a color printer called the Popegg for use with several "Print Studio" style applications as well as software that allows you to connect a digital camera to the PS2 you can use to map your face onto game characters. Konami's using that feature for its new PS2 Soccer game, and companies like Square, Taito and T&E Soft have signed up to use it in future games, too. Could this mean that you'll be able to put your own face on your character in Final Fantasy XI? It'd be an interesting way to customize your character, that's for sure.

Sunsoft's getting in on the action too with a Dual Shock-mounted digital camera, cellular-phone modem (although the PS2's not portable, so we just have to ask—why?) and USB modem all planned for release in the near future. The modems are a far cry from Sony's long-term broadband plans, but will serve as an intermediary step to give the console online connectivity. Still, we've got to wonder—how many of these peripherals will have uses in games?





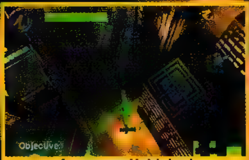
Sunsoft's OnlineStation USB modem lets you send e-mail and surf the Web.

Sony's Popegg Color Printer and one of the PS2-compatible Cybershots.

Sunsoft's Picture Paradise & Cam

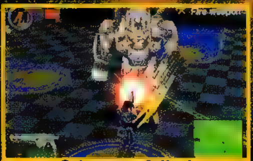
AMP UP THE ACTION!

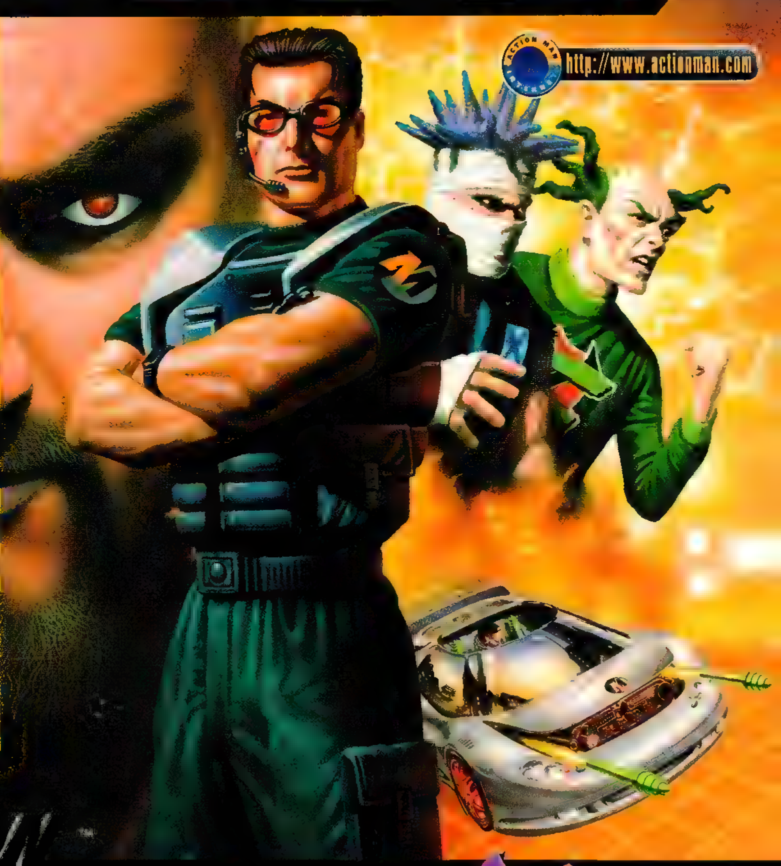
Mechanical Menaces!



Awesome Vehicles!

Evil Enemies!


Fire Weapon
Outrageous Action!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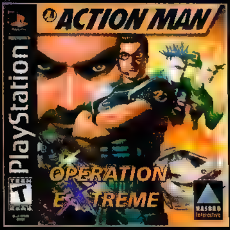
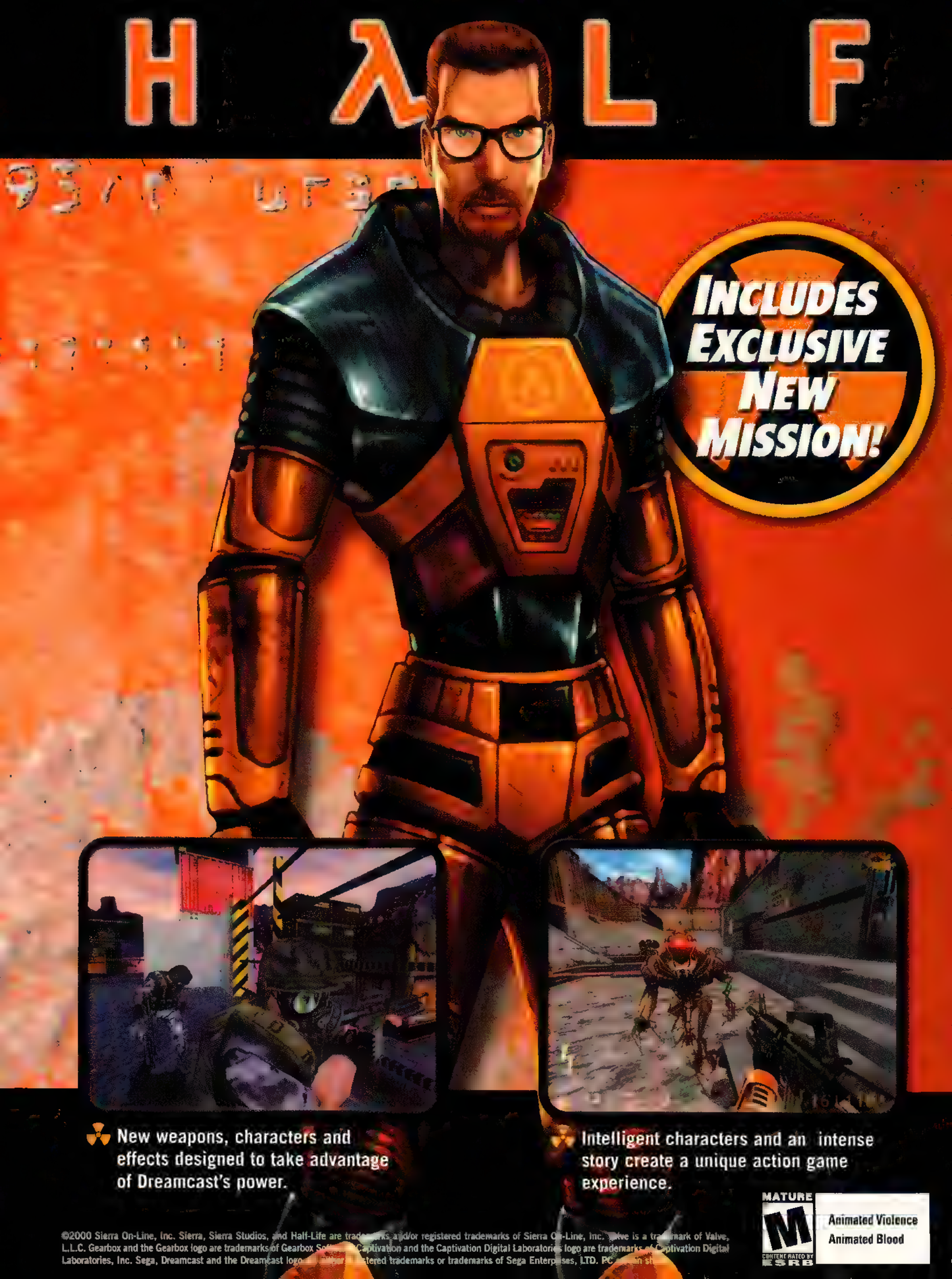
PlayStation

TEEN T ESRB Mild Animated Violence

HASBRO Interactive


PlayStation
ACTION MAN
OPERATION EXTREME
TEEN T
HASBRO Interactive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MATURE
M
CONTENT RATED BY ESRB
Animated Violence
Animated Blood

- New weapons, characters and effects designed to take advantage of Dreamcast's power.
- Intelligent characters and an intense story create a unique action game experience.

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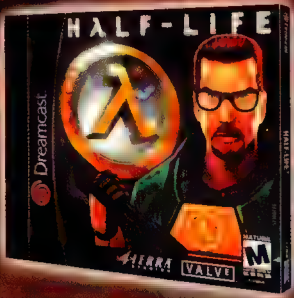
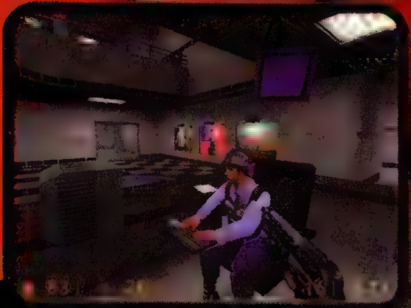


"THE BEST FIRST-PERSON SHOOTER OF ALL TIME..."

-Official Sega Dreamcast Magazine

Just another day at the office. Or so you thought...until your experiment blew up in your face. Now, with aliens coming through the walls and a military death squad killing everything in site, you're scrambling to stay alive. Half-Life combines great storytelling with intense action and advanced technology to create what many consider to be the greatest action game experience of all time.

Plus, here for the first time is an entirely new Half-Life mission created exclusively for the Dreamcast - Blue Shift! In this huge new campaign, you take command of a security guard at the Black Mesa research facility and battle your way through the chaos of an alien invasion.



- Huge new mission, Half-Life: Blue Shift - designed just for the Dreamcast!

- Play the game that has won more than 50 Game of the Year awards from publications around the world.

Captivation Digital Laboratories · gearbox software · DEVELOPED BY VALVE · SIERRA STUDIOS · Sega Dreamcast.

Q-Mann

Quartermann - Game Gossip & Speculation

Konnichi wa, true believers! It's your old friend The Q back once again for another round of rumors from the deep dark world of what we like to call the "video game industry."

Yours truly recently reunited with *EGM*'s former man-in-Japan **Terry Aki** for a night of reminiscence and sake-induced debauchery. He'd just returned from a training mission with super-secret gaming ninja **Sushi-X,** and dropped some knowledge on me about **Sega's arcade überware, Naomi 2.** Despite the rather bad demos for Naomi 2 (can you say, suckfest?), Terry assured me that the games in development look fantastic. **Virtua Fighter X,** as it's currently known, will be the flagship title for the new hardware, marking a triumphant return of what is undoubtedly Sega's most popular series ever. Terry snapped a **very blurry pic** of the "logo" for the new game (below) at the recent Amusement Machine Show in Japan for me to share with you guys (and darn it all, the Q was not able to go). As for the **whereabouts of Sushi...**

Finish Him! It's been a while, but the boys at Midway are working on **a fifth game in the Mortal Kombat series** with a new control scheme, new weapons and multi-leveled arenas. Count on **home versions across the board** (DC, PS2...maybe Gamecube and Xbox too)—the first of which may actually show up before the arcade game or around the same time in **mid-2001...Gamesphere**—the spherically shaped system that's lighter than you'd think and heavier than you can imagine (tm)...I like the sound of it!

OK, what do you want first, the bad news or the good news? Hmmmm...OK, first the bad news. **Capcom's N64 survival horror title Bio Hazard Zero,** known to U.S. gamers as Resident Evil Zero, has been **cancelled.** D'oh! And now the good news—you heard it here first many moons ago, but **RE Zero is now a confirmed Gamecube title!** Let the feasting commence! Its early September announcement marks the first confirmed Gamecube title. And that's not all Resident Evil fans have to look forward to in 2001. The series will hit **PlayStation 2 in early 2001—with January or February** as the target. That is, barring any unforeseen bumps in the highway to Raccoon City...

Infogrames, **the Man of Steel** is now in your hands...let's make sure he gets treated right, OK?...**Treasure's** been busy lately with their PS2 Silpheed and N64 title Sin & Punishment, but they've got a new arcade title in the works called **Ikaruga—a sequel to their excellent arcade/Saturn shooter Radiant Silvergun.** Ooooh baby...You know, the Q hasn't played a sports game in a while (unless it's NFL Blitz or NBA Showtime, that is), but I'm pumped about this news. **Tecmo,** responsible for **gridiron classic Tecmo Bowl** (I'm talking NES here not the later ones), is **bringing the magic to PS2.** You get a side view of the field that's super-detailed and all jazzed up. And to make sure it's got that old-school flavah, the original producer of the NES games is back. **Schwing!...Speaking of Tecmo and Schwing, Ninja Gaiden PS2** is looking swell, too. Better than MGS2? Dunno about that...

That pesky **Sega on PS2** rumor keeps popping its head up every few months...**Crazy Taxi sequel, Eighteen Wheeler and Virtua Tennis...hmm...**

The **Match of the Millennium** turned out to be so popular, they're going to do it again. That's right, fighting fans, **Capcom vs. SNK 2** is coming. Expect to start seeing early glimpses of it sometime soon...not soon enough, darnit! Now how about a lil' **Capcom vs. SNK vs. MK,** eh? OK, wait, maybe that's not such a good idea. **Tekken vs. Street Fighter EX?** Wait, wait, I got a good one...

Welp, that's all the rumors a man can handle, folks. Let me just say right now, value-priced videos are the only way to go...

Gymkata!

-The Q

TICKLE ME SONY

PS2 Shortage! Panic Ensues!

In late September, Sony handed down some bad news for those hoping to get their hands on a PlayStation 2 system before Christmas. The company originally planned to ship a million units of PS2 hardware into the U.S. on day one of the system's Oct. 26 release. Instead, they announced that only 500,000 units would hit retailers the first day, with 100,000 more units arriving at retailers each week after, up until the end of the year.

Sony's reasoning behind the cut was a shortage of materials used to manufacture systems—but the company wouldn't get more specific. Even gamers who put deposits down on systems at retailers may go home empty-handed on launch day. Many retailers have already presold shipments that aren't expected in-store until next year. Two major retailers, Best Buy and Circuit City, did not take presells for the system, making them the best bets to find systems throughout the holidays.

"Tickle Me Elmo will look like child's play if there are major shortages of PlayStation 2 around Christmas," C. Britt Beemer, president of America's Research Group, told the Associated Press. "PlayStation 2 caters to the core 10-to-25 age group. There's going to be a lot of peer pressure to get one. You may be seeing a lot of fighting in the aisles." Better brush up on your kung-fu.

SOUND OPINION

The Best of Final Fantasy 1994-1999

FINAL FANTASY
1994 1999
A Musical Tribute

If you're jonesing for a fix of Final Fantasy music DCC Compact Classics might just have the disc for you. The company's brought out a decent little disc for newcomers to the huge world of game soundtracks. With only 10 tracks from three games (FF 6, 7 and 8), though, serious fans will probably be disappointed with its brevity. And it's not an official Square release so the quality's a tad lacking. On the plus side, it's available at major music stores, so you won't have to go through obscure retailers to get a hold of it. *–Jonathan Dudlak*

Review Score: 1.5/5

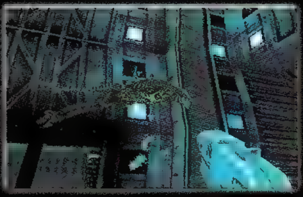
DON'T BE AFRAID OF
THE DARK.

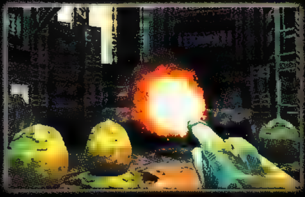
BE AFRAID OF
WHAT'S IN IT.

"Alien Resurrection is the most technically superb game available on the PlayStation"
PSExtreme

"Compelling gameplay and genuine tension set Alien Resurrection above all other FPS games."
Gamers Republic

ALIEN
RESURRECTION





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PlayStation

FOX INTERACTIVE

MATURE
M
CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

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The Top 20 Best-Selling Games of August, 2000

1 - Madden NFL 2001

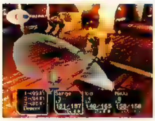
LAST MONTH NEW

Ever since the Genesis days, **Electronic Arts** has been pumping out Madden games. There've been too many to count—and they're all of exceptional quality. This year's no different. PS one or PS2, you can't go wrong.

9.5 Kraig	9.0 Dean
9.5 Joe	

2 - Chrono Cross

LAST MONTH NEW



Square topped off their "Summer of Adventure" with this, the sequel to the beloved SNES RPG, Chrono Trigger. It may not have the Akira Toriyama artwork, but man...definitely one of the best RPGs of the year.

9.5 Greg	10 Mark
10 Sam	

3 - Star Wars Ep 1 Racer

LAST MONTH 12

What's this doing back on the charts, you ask? The price on this **Nintendo**-published **LucasArts** racer has dipped to under $10 at many retailers. So Anakin and this wily bunch of interstellar pod racers eased their way back.

9.0 Crispin	9.0 Dean
8.5 Che	9.5 Chris

4 - Tony Hawk's Pro Skater

LAST MONTH 3

Activision had a hit on their hands with the first Tony Hawk—evidenced by the game's staying power near the top of the charts. We're betting the sequel joins it pretty quickly—maybe as early as next month's chart, eh?

9.0 Che	9.0 Crispin
8.0 Dean	7.5 Chris

5 - Pokémon Yellow

LAST MONTH 2

DIGLETT :L18
CHARMANDER :L15
HP: 41/ 41
Enemy DIGLETT used GROWL!

The next couple months are going to be interesting ones for Pokémon. Will **Nintendo's** critters be able to repeat their chart performance with Gold and Silver? Or will the PS2 launch library and Majora's Mask top 'em?

8.0 Chris	6.0 Crispin
8.0 Che	6.0 Shoe

			LAST MONTH
6	Driver	GT Interactive	NEW
7	Spec Ops	Take 2 Interactive	13
8	Pokémon Red	Nintendo	11
9	NCAA Football 2001	EA Sports	NEW
10	WWF SmackDown!	THQ	13
11	Pokémon Trading Card Game	Nintendo	5
12	Pokémon Blue	Nintendo	10
13	World Series Baseball 2K1	Sega	4
14	Super Mario Bros. Deluxe	Nintendo	14
15	Gran Turismo 2	Sony CEA	---
16	Digimon World	Bandai	NEW
17	Tekken 3	Namco	17
18	Tenchu 2: Birth of the Assassins	Activision	NEW
19	Perfect Dark	Nintendo	8
20	Tony Hawk's Pro Skater	Activision	15

Source: NPD TRSTS Video Games Service. Call Kristin Barnett-von Korff at (516) 625-2481 for questions regarding this list. Top 5 game descriptions written by the *EGM* staff

JAPAN TOP 10

1	Dragon Quest VII	Enix	
2	Sakura Taisen 2	Sega	
3	Pokémon de Panepon	Nintendo	
4	Dino Crisis 2	Capcom	
5	Gensou Suikoden Vol. 1: Harmonia	Konami	
6	Pro Baseball At the End of the Century	Square	PS2
7	World Soccer Jikkyo Winning Eleven	Konami	
8	Koro Koro Kirby	Nintendo	
9	Tottoko Hamtarou	Nintendo	
10	Keyboard Mania	Bandai	PS2

Weekly Famitsu, week ending 9/24/2000

Pokémon de Panepon debuts on the Japanese chart this month at number three. Very different than the N64 Pokémon Puzzle League, this will hit the U.S. early next year.

Gensou Suikoden Gaiden Vol. 1 charts this week at number 5. It might not be a direct sequel in the Suikoden series, but fans don't seem to mind.

PlayStation
EVERYONE
E
Comic Mischief
ESRB
UNIVERSAL
UNIVERSAL INTERACTIVE STUDIOS
EUROCOM ENTERTAINMENT SOFTWARE
GAMES

CRASH IS READY FOR BATTLE. ARE YOU? It's time to separate the men from the scared little boys. Crash and his friends are back in a knock-down-drag-out arena-style rumble. Blow stuff up in a tank and toss TNT to engage in some good old-fashioned hand-to-hand combat. Brawl on a floating iceberg and duke it out in a jungle. Just watch out for the falling anvils. Fight solo or plug-in Multitap and embarrass your friends. Wimps need not apply. Sure, this isn't conventional warfare, but, then again, Crash isn't a conventional bandicoot.

CRASH BASH

ONLY THE STRONG SURVIVE.

[illegible]

Crash & Bash

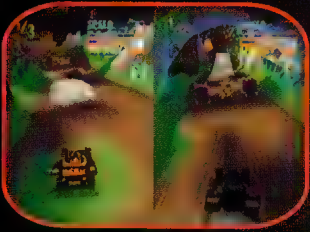
your way through eight hazard-filled environments

Supercharge

your vehicle with a turbo injection of high-speed energy

Play Off-Road

bumper cars with split-screen head-to-head racing



Smoke

your opponent in Battle Mode. One of five hair-raising modes of play

PlayStation

MATTEL INTERACTIVE

EVERYONE E CONTENT RATED BY ESRB

Mild Animated Violence

Tyco® R/C Speed Wrench™ vehicle also available.

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Tyco...That's How You Spell R/C®

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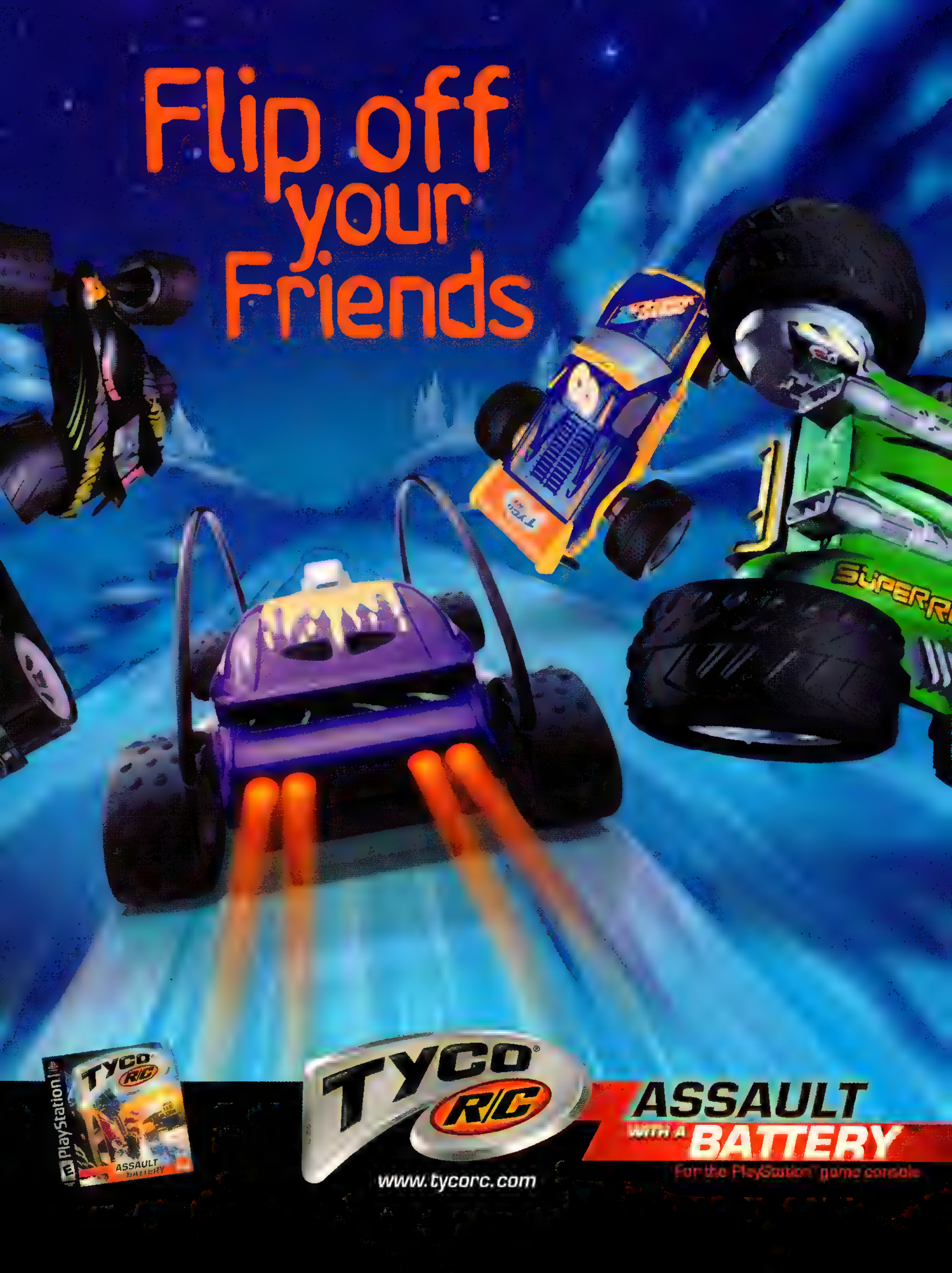
Flip off your Friends
TYCO® R/C
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For the PlayStation® game console
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PlayStation
ASSAULT BATTERY
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Compiled By Chris Johnston chris_johnston@ziffdavis.com
& Jennifer Whitesides

Coming Soon - December 2000

October

Game Boy Color	
Animorphs - Ubi Soft	RPG
Brunswick Pro Pool - Vatical Entertainment	Sports
Bust-A-Move Millennium - Acclaim	Puzzle
F1 Championship 99 - Ubi Soft	Racing
Galaxian - Majesco	Shooter
Jimmy White's Cue Ball - Vatical Ent.	Sports
Magical Drop - Electro Source	Puzzle
NASCAR Racers - Majesco	Racing
Pokémon Gold - Nintendo	RPG
Pokémon Silver - Nintendo	RPG
Puzzle Collection - Electro Source	Puzzle
VR Sports: Powerboat Racing - Vatical Ent.	Racing

PlayStation	
Backyard Football - Infogrames	Sports
Buzz Lightyear of Star Command - Activision	Action
Dark Stone - Take 2 Interactive	RPG
Dragon Valor - Namco	RPG
Earthworm Jim - Interplay	Action
ESPN Outdoor Games: Bass Fishing - Konami	Sports
FIFA 2001 - EA Sports	Sports
Ford Racing - Take 2 Interactive	Racing
Formula 1 2000 - Tommo	Racing
Galaga - Hasbro	Shooter
Jarrett & Labonte SC Racing - Codemasters	Racing
Jungle Book Rhythm n' Groove- Ubi Soft	Misc.
Medal of Honor Underground - Elec. Arts	Action
Mega Man Legends 2 - Capcom	Action
Mike Tyson Boxing - Codemasters	Sports
Mort the Chicken - Electronic Arts	Action
Muppet RaceMania - Midway	Racing
MTV Sports: TJ Lavin's Ultimate BMX - THQ	Sports
NASCAR Heat - Hasbro	Racing
NBA Live 2001 - EA Sports	Sports
NBA ShootOut 2001 - 989 Sports	Sports
Pro Pinball: Fantastic Journey - Take 2	Misc.
Rollcage Stage 2 - Midway	Racing
Rugrats in Paris - THQ	Action
Sheep - Empire Interactive	Puzzle
Speedball 2100 - Take 2 Interactive	Sports
Ultimate Fighting Champ. - Crave Ent.	Fighting
Vampire Hunter D - Jaleco	Action
Vanishing Point - Acclaim	Racing
WCW 2001 - Electronic Arts	Sports
Worms Pinball - Infogrames	Misc.
You Don't Know Jack Vol. 2- Sierra	Misc.

PlayStation 2	
Armored Core 2 - Agetec	Action
Dead or Alive 2: Hardcore - Tecmo	Fighting
Dynasty Warriors 2 - Koei	Fighting
ESPN International Track & Field - Konami	Sports
ESPN X-Games Snowboarding - Konami	Sports
Eternal Ring - Agetec	RPG
Evergrace - Agetec	RPG
Fantavision - Sony CEA	Puzzle
Gungriffon Blaze - Working Designs	Action
Knockout Kings 2001 - EA Sports	Sports
Madden NFL 2001 - EA Sports	Sports
Midnight Club: Street Racing - Rockstar	Racing
NFL GameDay 2001 - 989 Sports	Sports
Orphen - Activision	Adventure
Q-Ball: Billiards Master - Take 2 Int.	Sports
Ready 2 Rumble Round 2 - Midway	Sports
Ridge Racer V - Namco	Racing
Silent Scope - Konami	Shooter
Silpheed: The Lost Planet - Working Des.	Shooter
Smuggler's Run - Rockstar	Racing
SSX - EA Sports	Sports
Street Fighter EX3 - Capcom	Fighting
Summoner - THQ	RPG
Swing Away Golf - EA Sports	Sports
Tekken Tag Tournament - Namco	Fighting
TimeSplitters - Eidos	Action
Unreal Tournament - Infogrames	Action
World Is Not Enough, The - Electronic Arts	Action
X-Squad - Electronic Arts	Action

Nintendo 64	
40 Winks - Infogrames	Action
Big Mountain - Southpeak	Racing
Caesar's Palace - Crave Entertainment	Misc.
Cruis'n Exotica - Midway	Racing
F1 Championship 99 - Ubi Soft	Racing
International Track & Field - Konami	Sports
Legend of Zelda: Majora's Mask - Nintendo	RPG
Ogre Battle 64: Person of Lordly Caliber - Atlus	RPG

[illegible]	
4X4 Evolution - Gathering of Developers	Racing
Buzz Lightyear of Star Command - Activision	Action
Dogs of War - Take 2 Interactive	Strategy
F1 Championship 99 - Ubi Soft	Racing
Frogger 2 - Majesco	Action
Grand Prix 3 - Hasbro	Racing
Jet Grind Radio - Sega	Action
KISS: Psycho Circus - Gathering of Develop.	Action
NBA 2K1 - Sega	Sports
Pro Pinball Collection - Take 2 Interactive	Misc.
Q*Bert - Majesco	Action
Quake III Arena - Sega	Action
Rainbow Six: Rogue Spear - Majesco	Action
Samba de Amigo - Sega	Misc.
Sega Marine Fishing - Sega	Sports
Silent Scope - Konami	Action
Spawn - Capcom	Action
Star Trek: New Worlds - Interplay	Strategy
Star Wars Ep I: Jedi Power Battles - LucasArts	Action
Vanishing Point - Acclaim	Racing
Worms Pinball - Infogrames	Misc.

November

Game Boy Color	
Action Man - THQ	Action
Airforce Delta - Konami	Flight Sim
Aladdin - Ubi Soft	Adventure
Army Men Arcade Blast - 3DO	Action
Army Men Air Combat - 3Do	Action
Army Men: Sarge's Heroes 2 - 3Do	Action
Barbie Magic Genie - Mattel	Misc.
Barbie Pet Rescue - Mattel	Misc.
Batman Racing - Ubi Soft	Racing
Blade - Activision	Action
Blues Clues - Mattel	Puzzle
Buzz Lightyear of Star Command - Activision	Action
Cannon Fodder - Codemasters	Action
Carnivale - Vatical Entertainment	Action
Chicken Run - THQ	Action
Cruis'n Exotica - Midway	Racing
Dave Mirra Freestyle BMX - Acclaim	Sports
Donald Duck: Quack Attack - Ubi Soft	Action
Donkey Kong Country - Nintendo	Action
Dragon's Lair - Capcom	Action
Dukes of Hazzard: Racing Home - Southpeak	Racing
FIFA 2001 - EA Sports	Sports
Force 21 - South Peak	Action
Formula 1 Racing - Take 2 Interactive	Racing
Gauntlet Legends - Midway	Action
Godzilla 2 - Crave Entertainment	Action
Grand Theft Auto 2 - Take 2 Interactive	Racing
Grinch, The - Konami	Action
Harley Davidson: RAA - Infogrames	Racing
Harvest Moon 2 - Natsume	RPG
Heroes of Might & Magic II - 3Do	Action
Hoyle Card - Havas Interactive	Misc.
Inspector Gadget - Ubi Soft	Action
Jungle Book - Ubi Soft	Action
Lego Action Team - Lego Media	Action
Lego Stunt Rally/Racers - Lego Media	Racing
Lemmings Revolution - Take 2 Interactive	Puzzle
Little Nicky - Ubi Soft	Adventure
Madden NFL 2001 - EA Sports	Sports
Micro Machines V3 - THQ	Racing
Microsoft Pinball Arcade - Electro Source	Misc.
Mummy, The - Konami	Action
MTV Sports: TJ Lavin's Ultimate BMX - THQ	Sports
NBA Jam 2001 - Acclaim	Sports
Obi Wan - THQ	Action
Paint Your Own Faceplate - Interact	Misc.
Playmobil: Hype - Ubi Soft	Misc.
Powerpuff Girls Bad Mjojo - Bam Ent.	Action
Project S-11 - Natsume	Action
Racin' Ratz - Mattel	Racing
Road Rash - Electronic Arts	Racing
Robopon - Atlus	RPG
Roswell Conspiracies - South Peak	Adventure
Rugrats in Paris - THQ	Action
Sargeant Rock - Bam Entertainment	Action
Surfing - Ubi Soft	Sports
Sydney 2000 - Natsume	Sports
Tech Deck Skateboarding - Codemasters	Sports
Titus the Fox - Titus	Action
TOCA Touring Car Championship - Southpeak	Racing
Tony Hawk's Pro Skater 2 - Activision	Sports
Ultimate Fighting Championship - Crave	Fighting
VIP - Ubi Soft	Action
Warriors of Might & Magic - 3DO	Action
Woody Woodpecker Racing - Konami	Racing
World Destruction League - 3DO	Action
X-Men: Mutant Wars - Activision	Fighting
Xtreme Bowling - Vatical	Sports

PlayStation	
007 Racing - Electronic Arts	Racing
102 Dalmations: Pup to the Rescue - Eidos	Action
Alone in the Dark: TNN - Infogrames	Adventure
Army Men Arcade Blasts - 3DO	Action
Army Men Sarge's Heroes 2 - 3DO	Action
Arthur Ready to Race - Mattel	Racing
Batman Beyond - Ubi Soft	Action
Batman Racing - Ubi Soft	Racing
Blade - Activision	Action
Breath of Fire IV - Capcom	RPG
Bugs Bunny & Taz Time Busters - Infogrames	Action
Carmageddon 2 - Interplay	Racing
Casper: Friends Around World - Sound Source	Misc.
Championship Motocross 2001 - THQ	Racing
Championship Surfer - Mattel	Sports
Chicken Run - Eidos	Action
Cool Boarders 2001 - Sony CEA	Sports
Crash Bash - Sony CEA	Misc.
Disney: Emperor's New Groove - Sony CEA	Action
Donald Duck: Goin' Quackers - Ubi Soft	Action
Driver 2 - Infogrames	Racing
Dukes of Hazzard II - Southpeak	Racing
Evil Dead: Hail to the King - THQ	Action
F-1 World Grand Prix 2000 - Eidos	Racing
Final Fantasy IX - Square EA	RPG
Goofy's Fun House - Mattel	Misc.
Grinch, The - Konami	Action
Harvest Moon: Back to Nature - Natsume	RPG
HBO Boxing - Acclaim	Sports
Hidden and Dangerous - Take 2 Interactive	Action
Hot Wheels Extreme - Mattel	Racing
In Cold Blood - Midway	Action
Inspector Gadget - Ubi Soft	Action
Knockout Kings 2001 - EA Sports	Sports
Lion King: Simba's Mighty Adv. - Activision	Adv.
Looney Tunes Racing - Infogrames	Racing
Lunar 2: Eternal Blue - Working Designs	RPG

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Dreamcast.

GA GAME ARTS

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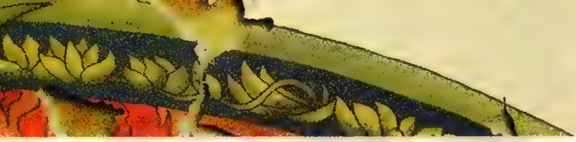

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www.dailyradar.com

"...this will indeed be the first epic RPG on Dreamcast."
www.ign.com

"Grandia II is easily the most impressive next-generation RPG we've seen, and the first true RPG epic for a next-generation console."
www.thegia.com

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Gamer's Republic Online

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GameFan Magazine

"Any RPG fan would be insane to miss out on this fantastic gameplay experience and it could go far in converting those who previously rode the RPG fence."
GamerWeb.com

"If you want your copy of Grandia 2 this holiday season, don't expect Santa's little elves to make you a special copy, pre-order it now or you may not get it until late January."
www.GA-Console.com

Critically acclaimed and over 2 years in the making, Grandia™ II arrives December 2000.

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Coming Soon - December 2000

March Madness 2001 - EA Sports	Sports
Mat Hoffman's Pro BMX - Activision	Sports
McGrath/Pastrana Motocross - Acclaim	Sports
Moto Racer World Tour - Infogrames	Racing
Mummy, The - Konami	Action
Muppet Monster Adventure - Midway	Adventure
NASCAR Racers - Hasbro	Racing
NCAA Final Four 2001 - 989 Sports	Sports
Nicktoons Racing - Hasbro	Racing
Persona 2 - Atlus	RPG
Power Spike Pro Volleyball - Infogrames	Sports
Ready 2 Rumble Round 2 - Midway	Sports
Rescue Heroes Molten Menace - Mattel	Action
Rock Em Sock Em Robots - Mattel	Action
Rainbow Six: Rogue Spear - Red Storm	Action
Rogue Spear - Redstorm	Action
Scooby Doo! Classic Creep Capers - THQ	Adventure
Spyro: Year of the Dragon - Sony CEA	Adventure
Star Wars Demolition - LucasArts	Action
Tiger Woods PGA Tour 2001 - EA Sports	Sports
Tomb Raider Chronicles - Eidos	Adventure
Torneko: The Last Hope - Enix	RPG
VIP - Ubi Soft	Action
Warriors of Might and Magic - 3DO	RPG
Woody Woodpecker Racing - Konami	Racing
World Is Not Enough, The - Electronic Arts	Action
WWF SmackDown! 2 - THQ	Sports
X-Men: Mutant Wars - Activision	Action

PlayStation 2

Age of Empires 2 - Konami	Strategy
Army Men Air Attack 2 - 3DO	Action
Army Men Sarge's Heroes 2 - 3DO	Action
Carrier: The Next Mutation - Jaleco	Adventure
Dark Angel - Metro 3D	Adventure
ESPN NBA 2 Night - Konami	Sports
F1 Championship - Ubi Soft	Racing
FIFA 2001 ML Soccer - EA Sports	Sports
Gradius III & IV - Konami	Shooter
Kessen - Electronic Arts	Strategy
Moto GP - Namco	Racing
NBA Hoopz - Midway	Sports
NHL 2001 - EA Sports	Sports
Rayman 2: Revolution - Ubi Soft	Adventure
RC Revenge Pro - Acclaim	Racing
Real Pool - Infogrames	Sports
Roadster Trophy - Titus	Racing
Shadow of Destiny - Konami	Adventure
Sky Odyssey - Activision	Flight Sim.
Super Bust-A-Move - Acclaim	Puzzle
Theme Park World - Electronic Arts	Misc.
Warriors of Might and Magic- 3DO	Action
World Destruction League - 3DO	Action

Nintendo 64

Banjo-Tooie - Nintendo	Adventure
Batman Beyond - Ubi Soft	Action
Carnivale - Vatical Entertainment	Action
Greatest Arcade Hits I - Midway	Misc.
Hey You! Pikachu - Nintendo	Misc.
Mia Hamm 64 Soccer - Southpeak	Sports
Mickey's Speedway USA - Nintendo	Racing
Ready 2 Rumble Round 2 - Midway	Sports
Rugrats in Paris - THQ	Adventure
Scooby Doo! Classic Creep Capers - THQ	Action
Spider-Man - Activision	Action
Tom & Jerry: Fists of Furry - New Kid	Misc.
World Is Not Enough, The - Electronic Arts	Action
WCW Backstage Assault - Electronic Arts	Sports
WWF No Mercy - THQ	Sports

Dreamcast

102 Dalmations: Pup to the Rescue - Eidos	Action
Alone in the Dark 4 - Infogrames	Adventure
Arcatera - Ubi Soft	Adventure
Army Men: Sarge's Heroes - Midway	Action
Ball Breakers - Take 2 Interactive	Sports
Capcom vs. SNK - Capcom	Fighting
Dark Angel - Metro 3D	Adventure
Dave Mirra Freestyle BMX - Acclaim	Sports
Disney's Dinosaur - Ubi Soft	Adventure
Dragon Rider - Ubi Soft	Adventure
ECW Anarchy Rulz - Acclaim	Sports
ESPN NBA 2 Night - Konami	Sports
ESPN Links Golf - Konami	Sports
Evil Dead: Hail to the King - THQ	Action
Evil Twin: Cyprien's Chronicle - Ubi Soft	Action
Gold & Glory: Road to El Dorado - Ubi Soft	Adv.
Greatest Arcade Hits II - Midway	Misc.
Greatest Arcade Hits III - Midway	Misc.
Grinch, The - Konami	Action
Half-Life - Sierra	Action
Heroes of Might & Magic 3 - Ubi Soft	Strategy
Looney Tunes Space Race - Infogrames	Racing
Mat Hoffman's Pro BMX - Activision	Sports
Metropolis Street Racer - Sega	Racing
Monster Breeder - Tommo	RPG
Ms. Pac-Man Maze Madness - Namco	Puzzle
POD: Speed Zone - Ubi Soft	Racing
Polaris SnoCross - Vatical Entertainment	Racing
Prince of Persia - Mattel	Adventure
Project Justice - Capcom	Action
Quest of the Blademasters - Ripcord	Adventure
Ready 2 Rumble Round 2 - Midway	Sports
Shenmue - Sega	Adventure
Skies of Arcadia - Sega	RPG
Sno-Cross Champ. Racing - Crave Ent.	Racing
Soldier of Fortune - Crave Entertainment	Action
Sonic Shuffle - Sega	Misc.
Speed Devils Online - Ubi Soft	Racing
StarLancer - Crave	Shooter
Star Wars Demolition - LucasArts	Action
Stunt GP - Infogrames	Racing
System Shock 2 - Vatical Entertainment	Adventure
Test Drive Le Mans - Infogrames	Racing
The Next Tetris: Net Edition - Crave Ent.	Puzzle
Tomb Raider: Chronicles - Eidos	Adventure
Tony Hawk's Pro Skater 2 - Activision	Sports
Unreal Tournament - Infogrames	Fighting
VIP - Ubi Soft	Action
Who Wants to Beat Up a Millionaire - Sierra	Misc.

December

Game Boy Color

3D Ultra Pinball - Havas Interactive	Misc.
Aliens Thanatos Encounter - Capcom	Action
Croc 2 - THQ	Adventure
Dinosaurus - Electronic Arts	Adventure
Lion King: Simba's Adventure - Activision	Adventure
MTV Sports: Pure Ride - THQ	Sports
Powerpuff Girls Paint - Bam Entertainment	Misc.
Scooby Doo! Classic Creep Capers - THQ	Action
The Simpsons: Treehouse of Horror - THQ	Action
Tweety's High-Flying Adventure - Natsume	Adventure
WWF No Mercy - THQ	Sports
Xena - Titus	Action

PlayStation

Blade Arts - Enix	Adventure
EA Sports Supercross 2001 - EA Sports	Racing
Gold & Glory: Road to El Dorado - Ubi Soft	Adv.
Martian Gothic - Take 2 Interactive	Action
Rayman 2 Back to School - Ubi Soft	Misc.
Sabrina Teenage Witch - Berkeley Systems	Misc.

PlayStation 2

Dinosaur - Ubi Soft	Action
ESPN NFL Prime Time - Konami	Sports
Ground Control - Berkeley Systems	Action
Kengo: Master of Bushido - Crave	Action
NASCAR 2001 - EA Sports	Racing
Wild Wild Racing - Interplay	Racing
Star Wars Episode I Starfighter - LucasArts	Action
Surfing H3O - Rockstar	Sports

Nintendo 64

Aidyn Chronicles: The First Mage - THQ	RPG
Blues Brothers 2000 - Titus	Action
Donald Duck: Goin' Quackers - Ubi Soft	Action
Hercules - Titus	Action
Ms. Pac-Man Maze Madness - Namco	Puzzle

[illegible]

Age of Empires II - Konami	Strategy
Grandia II - Ubi Soft	RPG
Max Steel - Mattel	Action
Mummy, The - Konami	Action
Peace Makers - Ubi Soft	Action
Stupid Invaders - Ubi Soft	Action
SWAT 3D - Sierra	Strategy

January

Game Boy Color

Action Man - THQ	Action
Batman Racing - Ubi Soft	Racing
Legend of the River King 2 - Natsume	Action
Mission Bravo - Mattel	Misc.
Monster Force - Konami	Action
Powerpuff Girls Battle Him - Bam Ent.	Misc.
Return of the Ninja - Natsume	Action

PlayStation 2

Bouncer, The - Square/EA	Fighting
Dark Cloud - Sony CEA	RPG
F1 Championship Season 2K - EA Sports	Racing
Ico - Sony CEA	Puzzle
Navy Seals - Jaleco	Action
NBA Live 2001 - EA Sports	Sports
Oni - Rockstar	Action
Star Wars: Super Bombad Race - LucasArts	Racing

Nintendo 64

Dinosaur Planet - Nintendo	Adventure

[illegible]

Deer Avenger - Berkeley Systems	Misc.
Gun Bird 2 - Capcom	Shooter
Playmobil Hype - Ubi Soft	Misc.

February

Game Boy Color

ESPN National Hockey Night - Konami	Sports
Hercules - Titus	Action
Mega Man Extreme - Capcom	Action
Metal Walker - Capcom	Action
Pocket Racers - Interplay	Racing
Ronaldo V-Soccer - Infogrames	Sports

PlayStation

Deuce - Midway	Adventure

PlayStation 2

Ephemeral Fantasia - Konami	Adventure
Onimusha: Warlords - Capcom	Adventure
Seven Blades - Konami	Adventure
Zone of the Enders - Konami	Adventure

Nintendo 64

Conker's Bad Fur Day - Nintendo	Adventure
Eternal Darkness - Nintendo	Action
Mega Man 64 - Capcom	Action

[illegible]

Armada II - Metro 3D	Shooter
Cannon Spike - Capcom	Shooter
Legend of the Blademasters - Ripcord	Adventure
M.O.U.T. 2025 - Ripcord	Racing

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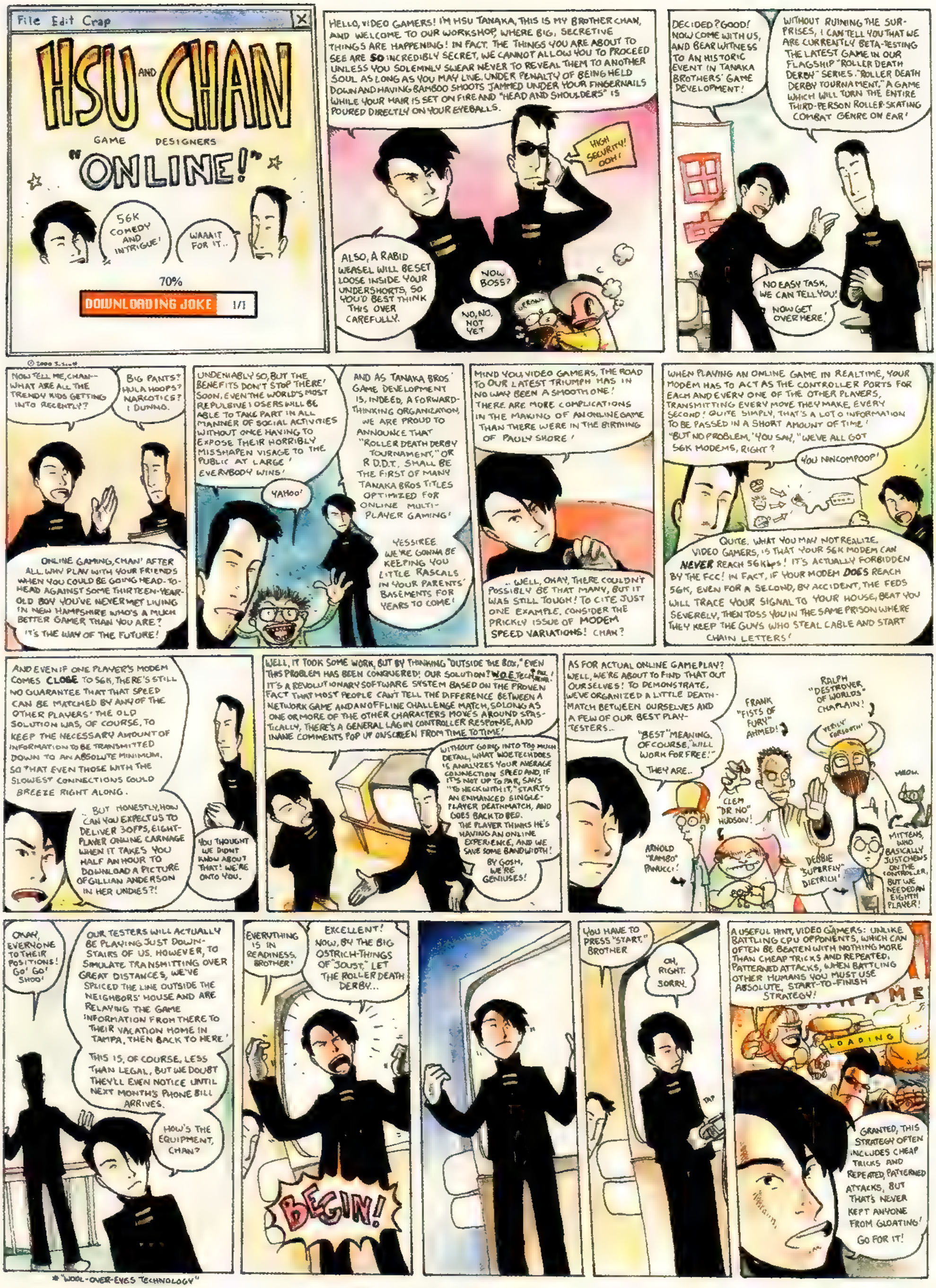
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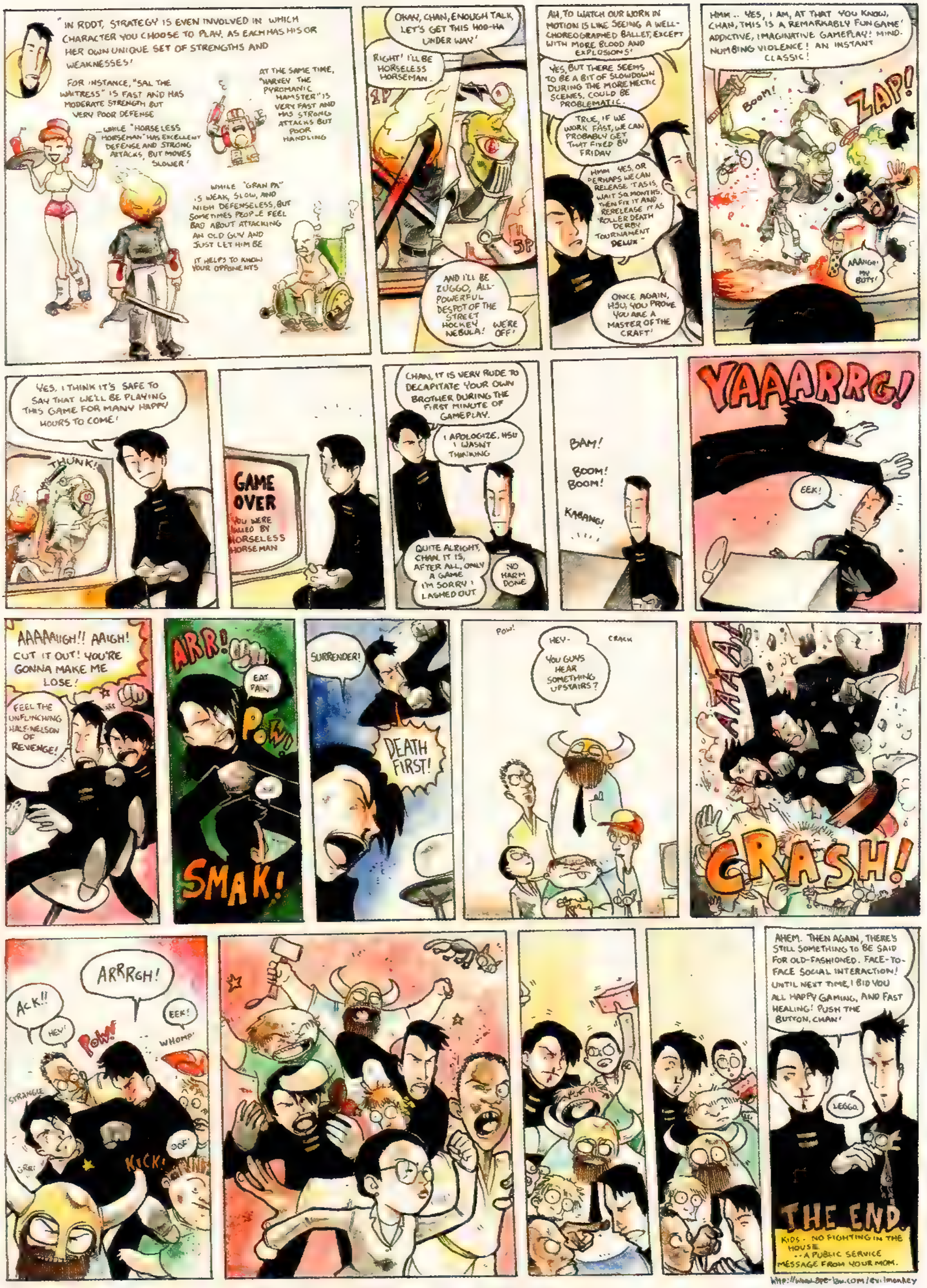
HSU AND CHAN
GAME DESIGNERS
"ONLINE!"
56K COMEDY AND INTRIGUE!
WAAAIT FOR IT..
70%
DOWNLOADING JOKE 1/1
© 2000 S.Liu
HELLO, VIDEO GAMERS! I'M HSU TANAKA, THIS IS MY BROTHER CHAN, AND WELCOME TO OUR WORKSHOP, WHERE BIG, SECRETIVE THINGS ARE HAPPENING! IN FACT, THE THINGS YOU ARE ABOUT TO SEE ARE SO INCREDIBLY SECRET, WE CANNOT ALLOW YOU TO PROCEED UNLESS YOU SOLEMNLY SWEAR NEVER TO REVEAL THEM TO ANOTHER SOUL AS LONG AS YOU MAY LIVE, UNDER PENALTY OF BEING HELD DOWN AND HAVING BAMBOO SHOOTS JAMMED UNDER YOUR FINGERNAILS WHILE YOUR HAIR IS SET ON FIRE AND "HEAD AND SHOULDERS" IS POURED DIRECTLY ON YOUR EYEBALLS.
HIGH SECURITY! OOH!
ALSO, A RABID WEASEL WILL BE SET LOOSE INSIDE YOUR UNDERSHORTS, SO YOU'D BEST THINK THIS OVER CAREFULLY.
NOW, BOSS?
NO, NO, NOT YET
URRONK
DECIDED? GOOD! NOW COME WITH US, AND BEAR WITNESS TO AN HISTORIC EVENT IN TANAKA BROTHERS' GAME DEVELOPMENT!
WITHOUT RUINING THE SURPRISES, I CAN TELL YOU THAT WE ARE CURRENTLY BETA-TESTING THE LATEST GAME IN OUR FLAGSHIP "ROLLER DEATH DERBY" SERIES. "ROLLER DEATH DERBY TOURNAMENT," A GAME WHICH WILL TURN THE ENTIRE THIRD-PERSON ROLLER-SKATING COMBAT GENRE ON EAR!
NO EASY TASK, WE CAN TELL YOU!
NOW GET OVER HERE!
NOW TELL ME, CHAN - WHAT ARE ALL THE TRENDY KIDS GETTING INTO RECENTLY?
BIG PANTS? HULA HOOPS? NARCOTICS? I DUNNO.
ONLINE GAMING, CHAN! AFTER ALL, WHY PLAY WITH YOUR FRIENDS WHEN YOU COULD BE GOING HEAD-TO-HEAD AGAINST SOME THIRTEEN-YEAR-OLD BOY YOU'VE NEVER MET LIVING IN NEW HAMPSHIRE WHO'S A MUCH BETTER GAMER THAN YOU ARE?
IT'S THE WAY OF THE FUTURE!
UNDENIABLY SO, BUT THE BENEFITS DON'T STOP THERE! SOON, EVEN THE WORLD'S MOST REPULSIVE LOSERS WILL BE ABLE TO TAKE PART IN ALL MANNER OF SOCIAL ACTIVITIES WITHOUT ONCE HAVING TO EXPOSE THEIR HORRIBLY MISSHAPEN VISAGE TO THE PUBLIC AT LARGE! EVERYBODY WINS!
YAHOO!
AND AS TANAKA BROS. GAME DEVELOPMENT IS, INDEED, A FORWARD-THINKING ORGANIZATION, WE ARE PROUD TO ANNOUNCE THAT "ROLLER DEATH DERBY TOURNAMENT," OR R.D.D.T., SHALL BE THE FIRST OF MANY TANAKA BROS TITLES OPTIMIZED FOR ONLINE MULTI-PLAYER GAMING!
YESSIREE WE'RE GONNA BE KEEPING YOU LITTLE RASCALS IN YOUR PARENTS' BASEMENTS FOR YEARS TO COME!
MIND YOU, VIDEO GAMERS, THE ROAD TO OUR LATEST TRIUMPH HAS IN NO WAY BEEN A SMOOTH ONE! THERE ARE MORE COMPLICATIONS IN THE MAKING OF AN ONLINE GAME THAN THERE WERE IN THE BIRTHING OF PAULY SHORE!
.. WELL, OKAY, THERE COULDN'T POSSIBLY BE THAT MANY, BUT IT WAS STILL TOUGH! TO CITE JUST ONE EXAMPLE, CONSIDER THE PRICKLY ISSUE OF MODEM SPEED VARIATIONS! CHAN?
WHEN PLAYING AN ONLINE GAME IN REALTIME, YOUR MODEM HAS TO ACT AS THE CONTROLLER PORTS FOR EACH AND EVERY ONE OF THE OTHER PLAYERS, TRANSMITTING EVERY MOVE THEY MAKE, EVERY SECOND! QUITE SIMPLY, THAT'S A LOT O' INFORMATION TO BE PASSED IN A SHORT AMOUNT OF TIME! "BUT NO PROBLEM," YOU SAY, "WE'VE ALL GOT 56K MODEMS, RIGHT?"
YOU NINCOMPOOP!
QUITE. WHAT YOU MAY NOT REALIZE, VIDEO GAMERS, IS THAT YOUR 56K MODEM CAN NEVER REACH 56Kbps! IT'S ACTUALLY FORBIDDEN BY THE FCC! IN FACT, IF YOUR MODEM DOES REACH 56K, EVEN FOR A SECOND, BY ACCIDENT, THE FEDS WILL TRACE YOUR SIGNAL TO YOUR HOUSE, BEAT YOU SEVERELY, THEN TOSS YOU IN THE SAME PRISON WHERE THEY KEEP THE GUYS WHO STEAL CABLE AND START CHAIN LETTERS!
AND EVEN IF ONE PLAYER'S MODEM COMES CLOSE TO 56K, THERE'S STILL NO GUARANTEE THAT THAT SPEED CAN BE MATCHED BY ANY OF THE OTHER PLAYERS. THE OLD SOLUTION WAS, OF COURSE, TO KEEP THE NECESSARY AMOUNT OF INFORMATION TO BE TRANSMITTED DOWN TO AN ABSOLUTE MINIMUM, SO THAT EVEN THOSE WITH THE SLOWEST CONNECTIONS COULD BREEZE RIGHT ALONG.
BUT HONESTLY, HOW CAN YOU EXPECT US TO DELIVER 30FPS, EIGHT-PLAYER ONLINE CARNAGE WHEN IT TAKES YOU HALF AN HOUR TO DOWNLOAD A PICTURE OF GILLIAN ANDERSON IN HER UNDIES?!
YOU THOUGHT WE DIDN'T KNOW ABOUT THAT! WE'RE ONTO YOU.
WELL, IT TOOK SOME WORK, BUT BY THINKING "OUTSIDE THE BOX," EVEN THIS PROBLEM HAS BEEN CONQUERED! OUR SOLUTION? W.O.E. TECH™! IT'S A REVOLUTIONARY SOFTWARE SYSTEM BASED ON THE PROVEN FACT THAT MOST PEOPLE CAN'T TELL THE DIFFERENCE BETWEEN A NETWORK GAME AND AN OFFLINE CHALLENGE MATCH, SO LONG AS ONE OR MORE OF THE OTHER CHARACTERS MOVES AROUND SPASTICALLY, THERE'S A GENERAL LAG IN CONTROLLER RESPONSE, AND INANE COMMENTS POP UP ONSCREEN FROM TIME TO TIME!
WITHOUT GOING INTO TOO MUCH DETAIL, WHAT WOE TECH DOES IS ANALYZES YOUR AVERAGE CONNECTION SPEED AND, IF IT'S NOT UP TO PAR, SAYS "TO HECK WITH IT," STARTS AN ENHANCED SINGLE-PLAYER DEATHMATCH, AND GOES BACK TO BED. THE PLAYER THINKS HE'S HAVING AN ONLINE EXPERIENCE, AND WE SAVE SOME BANDWIDTH!
BY GOSH, WE'RE GENIUSES!
AS FOR ACTUAL ONLINE GAMEPLAY? WELL, WE'RE ABOUT TO FIND THAT OUT OURSELVES! TO DEMONSTRATE, WE'VE ORGANIZED A LITTLE DEATH-MATCH BETWEEN OURSELVES AND A FEW OF OUR BEST PLAY-TESTERS..
"BEST" MEANING, OF COURSE, "WILL WORK FOR FREE!"
THEY ARE..
FRANK "FISTS OF FURY" AHMED!
RALPH "DESTROYER OF WORLDS" CHAPLAIN!
VERILY FORSOOTH!
MEOW
CLEM "DR. NO" HUDSON!
ARNOLD "RAMBO" PANUCCI!
DEBBIE "SUPERFLY" DIETRICH!
MITTENS, WHO BASICALLY JUST CHEWS ON THE CONTROLLER, BUT WE NEEDED AN EIGHTH PLAYER!
OKAY, EVERYONE TO THEIR POSITIONS! GO! GO! SHOO!
OUR TESTERS WILL ACTUALLY BE PLAYING JUST DOWNSTAIRS OF US. HOWEVER, TO SIMULATE TRANSMITTING OVER GREAT DISTANCES, WE'VE SPLICED THE LINE OUTSIDE THE NEIGHBORS' HOUSE AND ARE RELAYING THE GAME INFORMATION FROM THERE TO THEIR VACATION HOME IN TAMPA, THEN BACK TO HERE!
THIS IS, OF COURSE, LESS THAN LEGAL, BUT WE DOUBT THEY'LL EVEN NOTICE UNTIL NEXT MONTH'S PHONE BILL ARRIVES.
HOW'S THE EQUIPMENT, CHAN?
EVERYTHING IS IN READINESS, BROTHER!
EXCELLENT! NOW, BY THE BIG OSTRICH-THINGS OF "JOUST," LET THE ROLLER DEATH DERBY...
BEGIN!
YOU HAVE TO PRESS "START," BROTHER
OH, RIGHT. SORRY.
TAP
A USEFUL HINT, VIDEO GAMERS: UNLIKE BATTLING CPU OPPONENTS, WHICH CAN OFTEN BE BEATEN WITH NOTHING MORE THAN CHEAP TRICKS AND REPEATED, PATTERNED ATTACKS, WHEN BATTLING OTHER HUMANS YOU MUST USE ABSOLUTE, START-TO-FINISH STRATEGY!
GAME
LOADING
GRANTED, THIS STRATEGY OFTEN INCLUDES CHEAP TRICKS AND REPEATED, PATTERNED ATTACKS, BUT THAT'S NEVER KEPT ANYONE FROM GLOATING!
GO FOR IT!
* "WOOL-OVER-EYES TECHNOLOGY"


"IN RODT, STRATEGY IS EVEN INVOLVED IN WHICH CHARACTER YOU CHOOSE TO PLAY, AS EACH HAS HIS OR HER OWN UNIQUE SET OF STRENGTHS AND WEAKNESSES!
FOR INSTANCE, "SAL THE WAITRESS" IS FAST AND HAS MODERATE STRENGTH BUT VERY POOR DEFENSE
AT THE SAME TIME, "HARVEY THE PYROMANIC HAMSTER" IS VERY FAST AND HAS STRONG ATTACKS BUT POOR HANDLING
...WHILE "HORSELESS HORSEMAN" HAS EXCELLENT DEFENSE AND STRONG ATTACKS, BUT MOVES SLOWER!
WHILE "GRAN PA" IS WEAK, SLOW, AND NIGH DEFENSELESS, BUT SOMETIMES PEOPLE FEEL BAD ABOUT ATTACKING AN OLD GUY AND JUST LET HIM BE
IT HELPS TO KNOW YOUR OPPONENTS
OKAY, CHAN, ENOUGH TALK, LET'S GET THIS HOO-HA UNDER WAY!
RIGHT! I'LL BE HORSELESS HORSEMAN.
1P
2P
AND I'LL BE ZUGGO, ALL-POWERFUL DESPOT OF THE STREET HOCKEY NEBULA! WE'RE OFF!
AH, TO WATCH OUR WORK IN MOTION IS LIKE SEEING A WELL-CHOREOGRAPHED BALLET, EXCEPT WITH MORE BLOOD AND EXPLOSIONS!
YES, BUT THERE SEEMS TO BE A BIT OF SLOWDOWN DURING THE MORE HECTIC SCENES. COULD BE PROBLEMATIC.
TRUE, IF WE WORK FAST, WE CAN PROBABLY GET THAT FIXED BY FRIDAY
HMM YES, OR PERHAPS WE CAN RELEASE 'TAS IS, WAIT SIX MONTHS, THEN FIX IT AND RERELEASE IT AS 'ROLLER DEATH DERBY TOURNAMENT DELUX'
ONCE AGAIN, HSU, YOU PROVE YOU ARE A MASTER OF THE CRAFT!
HMM.. YES, I AM, AT THAT. YOU KNOW, CHAN, THIS IS A REMARKABLY FUN GAME! ADDICTIVE, IMAGINATIVE GAMEPLAY! MIND-NUMBING VIOLENCE! AN INSTANT CLASSIC!
BOOM!
ZAP!
AAAUGH! MY BUTT!
YES, I THINK IT'S SAFE TO SAY THAT WE'LL BE PLAYING THIS GAME FOR MANY HAPPY HOURS TO COME!
THUNK!
. . . .
GAME OVER
YOU WERE KILLED BY HORSELESS HORSEMAN
CHAN, IT IS VERY RUDE TO DECAPITATE YOUR OWN BROTHER DURING THE FIRST MINUTE OF GAMEPLAY.
I APOLOGIZE, HSU I WASN'T THINKING
QUITE ALRIGHT, CHAN. IT IS, AFTER ALL, ONLY A GAME. I'M SORRY I LASHED OUT.
NO HARM DONE
BAM!
BOOM! BOOM!
KABANG!
YAAARRG!
EEK!
AAAAAIIGH!! AAIGH! CUT IT OUT! YOU'RE GONNA MAKE ME LOSE!
FEEL THE UNFLINCHING HALF-NELSON OF REVENGE!
ARR!
EAT PAIN
POW!
SMAK!
SURRENDER!
DEATH FIRST!
POW!
HEY-
CRACK
YOU GUYS HEAR SOMETHING UPSTAIRS?
AAAAA
CRASH!
ACK!!
HEY!
ARRRGH!
EEK!
POW!
WHOMP!
STRANGLE
OOF!
KICK!
GRR!
LEGGO.
AHEM. THEN AGAIN, THERE'S STILL SOMETHING TO BE SAID FOR OLD-FASHIONED, FACE-TO-FACE SOCIAL INTERACTION! UNTIL NEXT TIME, I BID YOU ALL HAPPY GAMING, AND FAST HEALING! PUSH THE BUTTON, CHAN!
THE END.
KIDS - NO FIGHTING IN THE HOUSE.
--A PUBLIC SERVICE MESSAGE FROM YOUR MOM.

http://www.ape-law.com/evilmonkey

The views expressed by Hsu & Chan do not necessarily reflect those of the *EGM* staff

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getintothegame.com

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This Month in Previews

WARNING: Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

In general, most systems have a learning curve that developers begin to get a handle on after about a year. Never has that been more evident than with the PS2.

When the PS2 first hit in Japan, outside of a few select titles, people were actually less than impressed with the system's performance. Heck, even here in the pages of *EGM* we expressed our doubts about the hardware. Hearing some U.S. developers (especially Oddworld Inhabitants) constantly bitching about the architecture only solidified our fears that the PS2 is too hard to develop for.

However, the future looks extremely bright for the PlayStation 2. Just take a gander at some of the previews we have in this issue, namely Konami's stuff. Silent Hill 2 and Zone of The Enders look simply incredible, plus who can forget the breathtaking Metal Gear Solid 2? Not to mention Sony's Gran Turismo 3 (which gave Sewart seizures the first time he saw it), also in previews this month.

It may have been hyped as the be-all, end-all wonder machine, but just as any other system, it'll take time for developers to come to grips with the PlayStation 2. Konami, Angel Studios, Namco and Polyphony Digital are just a few of the companies leading the charge in the second generation of PS2 software. Makes that $300 price tag a little easier to take, eh?

You may also notice Hsu & Chan sneaking into Previews this month. Ever since they took over the feature in issue #135 they've gotten pretty uppity. We fear they'll be running the entire magazine by no later than May. They may be funny, but they're hard to work with...God help us all.

Capcom vs. SNK represents the most powerful team in entertainment history since Siegfried and Roy went to Las Vegas. The preview starts on page 76!

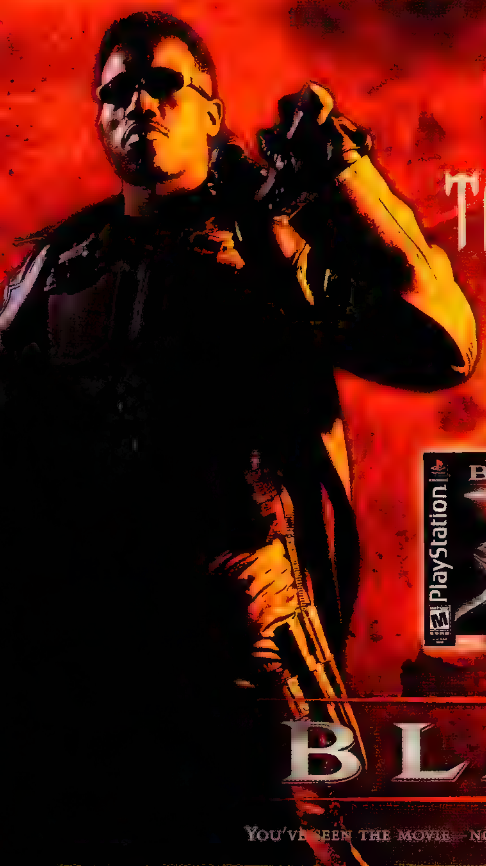
TOP 5 Preview Picks

1.	**Daytona USA: Network Racing**	Dreamcast, 2001
2.	**Gran Turismo 3**	PlayStation 2, 2001
3.	**Silent Hill 2**	PlayStation 2, 2001 ●
4.	**Paper Mario**	Nintendo 64, 1st Qtr 2001
5.	**Capcom vs. SNK**	Dreamcast, November

Who Wants To Make An RPG?

OK, we've had a few questions and concerns raised about our RPG Maker contest (announced right here on this page in issue #135), so here's an addendum for all you budding Sakaguchis out there. You still need to buy a copy of Agetec's RPG Maker for the PS one (which is available now) and you still need to complete your masterpiece and send it to us by Dec. 31, 2000. Those of you concerned about time limits, please remember, we're not looking for the next Final Fantasy here. All we want are creative, witty RPGs that can be completed in a relatively short period of time. Finally, we realize not everyone has access to a Dex Drive, so here's the deal. If you have a Dex Drive, e-mail us your game file at **egmcontest@ziffdavis.com**. However, if you don't have access to a Dex Drive you may mail your memory card to us at the address below. Include a self-addressed, stamped envelope and we'll do our best to send the memory card back to you. Please note that we can't guarantee delivery. First Prize consists of a PlayStation 2 and copies of Armored Core 2, Evergrace and Eternal Ring, all courtesy of Agetec.

EGM RPG Maker Contest
800 Jorie Boulevard
Suite 110
Oak Brook, IL 60523



The power of an immortal...

The soul of a human...

The heart of a hero.

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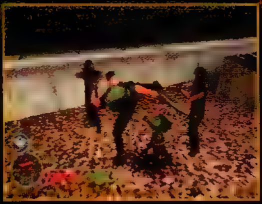
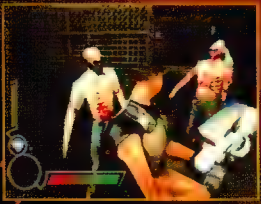
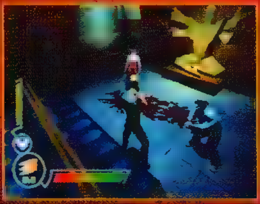


Live the film
Defeat vampires, zombies, cop collaborators, and more of the movie's netherworld.



Ammo, baby!
Eliminate evil using guns, knives, grenades, fists, feet... and of course, swords.



Gothic 3-D locations
Backdrops for battle include Chinatown, sewers and the Gothic City Museum.

PlayStation | GAME BOY COLOR | HAL CORPORATION | HAMMERHEAD | MARVEL www.marvel.com | ACTIVISION. www.activision.com

PRODUCTS RANGE FROM TEEN TO MATURE T-M CONTENT RATED BY ESRB — Animated Blood and Gore, Animated Violence

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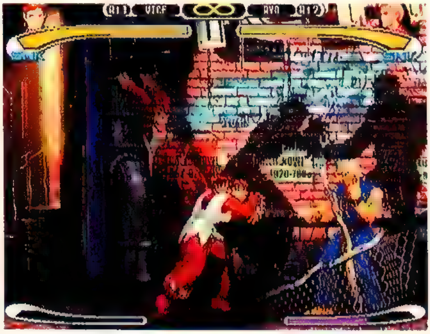
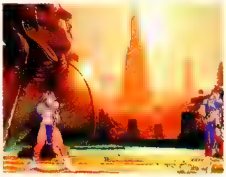
Capcom vs. SNK

Publisher:	Capcom
Developer:	Capcom
Players:	1-2
Genre:	Fighting
% Done:	100% Japan
Release:	Now (Japan) November (U.S.)
Also Try:	Street Fighter III
Web Site:	www.capcom.com
The Good:	A well-rounded cast.
The Bad:	SNK-style timing and Super moves might throw Capcom die-hards for a loop.
And The Ugly:	Falling prey to a 15-hit super combo. Ouch!





Will the real Chun-Li please stand up? Intro animations like this Chun-Li/Mai skit accent specific matchups.

Vice demonstrates her dreaded shadow-puppet attack for Ryo. Some of the lighting and shadowing effects in Capcom vs. SNK are simply incredible.

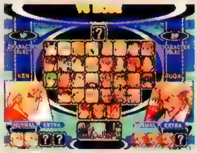
It's about time someone combined the flagship fighters from the two greatest fighting game makers the genre has ever seen. Capcom melds plenty of trademark SNK features into its trademark 2D mold to create what's arguably their best match-up to date. Those of you who are saying, "Hmm, another Capcom 'vs.' title, that means outrageous combos, one-round tag-team battles, and six fighters on the screen at once, right?" Wrong! No full-screen laser cannons here, just a refreshingly traditional fighter that marries SNK staples like Fatal Fury and King of Fighters with Capcom's best Street Fighter brawlers. Even the most die-hard fans of either side will find a ton of superb qualities in Capcom vs. SNK.

When the difference between landing a combo and getting waxed by one is a mere split second, control and game speed are of the utmost importance. Fighting moves in CvS are based on a four-button configuration—light and strong punch and kick; which should be familiar to KOF players, but might take some getting used to for Capcom-ites. Special and Super attacks are kept true to their performer's roots, so you won't have to learn a lot of new controller motions, and most of those old KoF and SF combos still work. The game is not as juggle-friendly as Street Fighter Alpha 3, but some moves can be followed up with attacks that will keep your opponent airborne for a while. Unlike previous Capcom hybrids, though, a 10-hit combo actually takes some skill and timing to pull off (sorry all you MvC pros, but you know it's true).

Several player-directed tweaks have been added to cater to the technical dichotomy that Capcom vs. SNK presents, the most critical of which is the "groove" selection. Before fighting, players must choose between a Capcom and an SNK "groove"

PLAYER BIAS

Strength in Numbers



Each fighter in CvS is assigned a "bias" level of 1, 2 or 3 which reflects his attack and defense strength (1 being the weakest). Players can select from two to four fighters for use in a battle, as long as their total levels add up to four. For example, one player could choose four level 1 fighters, while his opponent could take two level 2's. Depending on your character preference, strategy and fighting prowess, you'll have to decide what works best. Later, you can unlock a secret mode that lets you set each character's bias to whatever you want, so you can set the most powerful guys to level 1 and fight with four of them. That means you can play as four level 3 fighters in one battle if you want, and their strength will be scaled down to ensure even matchups. Rock!

Poignant Picks

Now that you've got the ability to team up your favorite fighters, here are a few themed team suggestions to coordinate your matches!

Raiden & Zangief

Team WWF-Dropout

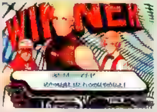
Kim & Kyo

Team Separated-at-birth

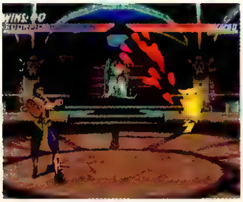
Vega & Blanka

Team Hardest-to-take-home-to-mom

Benimaru, Terry, & King



Team Dressed-for-the-wrong-decade



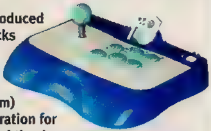
SERIAL THRILLERS

Capcom has brought us several great match-ups already: Marvel vs. Capcom, X-Men vs. Street Fighter, etc. Here's a list of the top five contests we at *EGM* would like to see in the next few months:

5) Star Wars vs. Star Trek
4) Gamecube vs. Rubik's Cube
3) Phantasy Star vs. Final Fantasy
2) The ESRB vs. The FTC (no matter who wins, so do we!)
1) Pokémon Gold vs. Mortal Kombat Gold

that determines some of the in-game dynamics. For example, selecting the SNK groove gives the player access to "desperation attacks" (as in KoF) which allow a Super move to be performed repeatedly when the fighter's life meter is near depletion. In the Capcom groove, Super moves are governed by a three-level gauge (as in Alpha 3), and each usage depletes a portion of this gauge. Check out the sidebar for some of the other groove differences.

Stick to This



ASCII has introduced two fighting sticks (same stick, different colors—one SNK, one Capcom) with built-in vibration for use with CvS, and they're silky-smooth. With a hefty $75 price tag, they're not for everyone, but if you use a stick at all on the DC, trust us, this is the one to have.

And as far as extra modes and bonus trimmings, this game has you covered. There are nine stock modes, including training, versus, arcade and even a new game replay mode for recording battles. CvS also incorporates the same "shopping" systems that Soul Calibur and MvC2 use for acquiring goodies. The more you play the arcade, versus or training modes, the more "vs" points you rack up to put toward new outfits, characters and stages. CvS can even be linked to the Neo•Geo Pocket Color version of the game for point-swapping.

Without a doubt, Capcom vs. SNK will be one of the biggest fighting games to close out this year. Whether it will stand as a competition-worthy staple for months to come remains to be seen, since it stylistically favors the less-mainstream SNK crowd, but it's hard to imagine even hardcore Capcom gamers taking a pass on this milestone title.

FIGHTING MODES

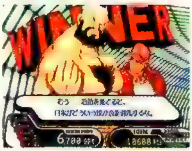
Groove is in the Start (Menu)

Capcom vs. SNK has two different fighting "grooves" that mimic the style of each company's games. The SNK groove favors a King of Fighters battle type, while the Capcom mode is based on the Street Fighter Alpha model. Below are some of the differences you can expect between each groove. Whether you prefer a Hadouken or a Kououken, you'll have to learn the ins and outs of each mode to be a true contender!

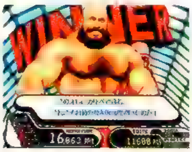
CAPCOM

SNK

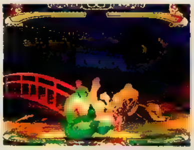
CHARACTER ARTWORK



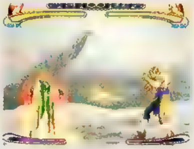
You'll see both Capcom's and SNK's artwork in the game, depending on which groove you select, before and after each match.



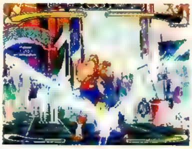
CHARGING SUPER METER



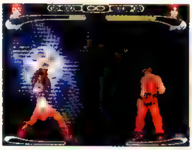
Holding buttons down charges your super meter in SNK mode, while taking or giving a beating does the job in the Capcom groove.



USING SUPER METER

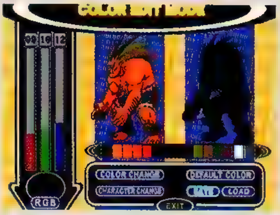


SNK super attacks drain the whole gauge, while only a portion is used for Capcom's. Maximum power attacks work differently in each groove as well.



Shady Characters

Although Capcom games are seldom lacking variety, a color edit mode is included with CVS. Tweak out all of your favorite character's features!



BEAT
TEEN
T
CONTENT RATED BY ESRB
Animated Violence
Mild Language
Dreamcast.

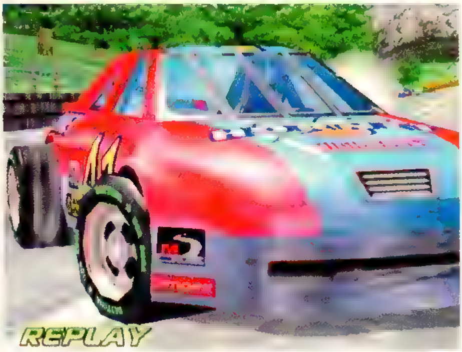
Stopping is a bad idea.

[illegible]

Daytona USA: Network Racing

HORNET
GRIP :
ACCELERATION :
MAX SPEED :
DAYTONA USA

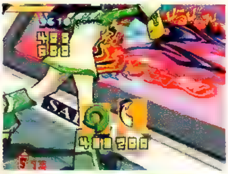
6/8
POSITION 4/10



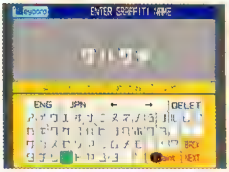
It's finally gonna happen...sorta. **Sega**'s awesome arcade racer will arrive on Dreamcast in early **2001**. The good news? Daytona will have full Internet support, allowing you to race against up to four others over your phone lines. That's about as close as you can get to linking up a few full-size arcade machines. Thanks to the extra horsepower the DC has over the Model 2 board, **Amusement Vision** has made Daytona USA look better than its arcade counterpart. The downside? Daytona USA is just that: Daytona USA. Those of you who've been waiting for the sequel will have to hold out a little longer. As of press time, Sega hasn't announced plans to bring this classic stateside, but we're willing to bet they will. Maybe this will lead to some more arcade classics for the DC.

Jet Grind Radio

So how's the localization going on one of the coolest titles in **Sega**'s history? Pretty darn good. They've left in the original voice of Professor K and redubbed all the skaters in English, and the voice acting ain't too shabby. It even looks like Sega may leave the Japanese symbols in the graffiti edit mode. Although it's been said before, we'll say it again: This **fall** release is one of the best-looking games ever!



Yeah, we're riding high on a smooth stream of supersonic sounds!


Keyboard
ENTER GRAFFITI NAME
ENG
JPN
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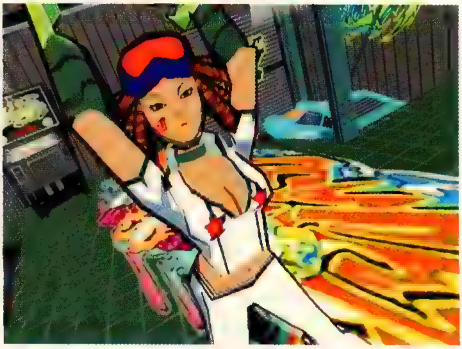
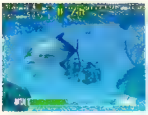
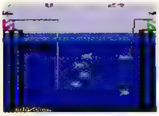


music
MY ANTI-DRUG.

OFFICE OF NATIONAL DRUG CONTROL POLICY/PARTNERSHIP FOR A DRUG-FREE AMERICA



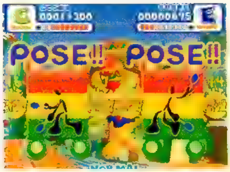


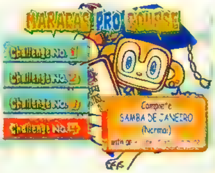
FISHY ADVANCEMENTS

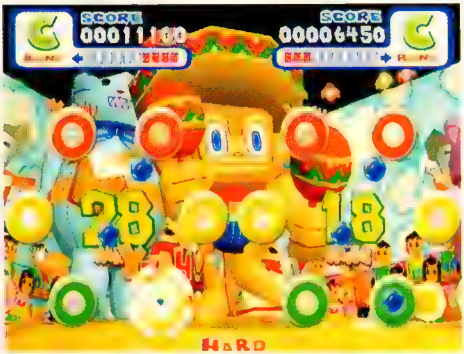
One of the first fishing games ever was Activision's 1980 hit Fishing Derby. While great for its time, Sega's Marine Fishing shows us just how far the genre has come.

Samba de Amigo

Sega brings **Sonic Team**'s first crack at a music game (and a darn good one at that) stateside in **October**. The $80 price for a set of maraca controllers might be considered expensive, but as a wise commercial jingle once said, "Once you pop, you can't stop." All the tunes and downloads from the Japanese version are here, including two songs from the arcade ("Livin' La Vida Loca" and "Cup of Life") that it was missing.

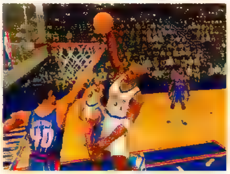


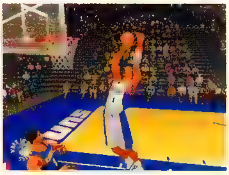

MARACAS PRO COURSE
Challenge No. 1
Challenge No. 2
Challenge No. 3
Challenge No. 4
Complete
SAMBA DE JANEIRO
(Normal)

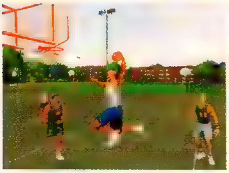

SCORE
00011100
SCORE
00006450
28
18
HARD

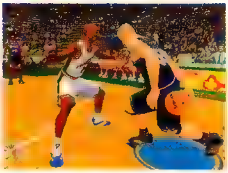
NBA 2K1

Get ready to eat some Spalding-burgers online, as **Visual Concepts** brings NBA 2K1 out of your living room and on to SegaNet. One glance at the new features is enough to set any NBA thug wannabe's heart racing. Aside from the online play, there's a Street Mode (2-on-2 to 5-on-5) featuring some of the famous playground haunts nationwide. And you get 50 classic players who span five decades to choose from. Want a little online 2-on-2, Magic and Legend Larry vs. Vince Carter and Kevin Garnett? You got it. Game engine refinements include a revamped passing system (no more pass to the outta-bounds ghost) and an expanded list of defensive moves (swat blocks, anyone?). For the proverbial icing on the cake, the number of funky flush dunks has been doubled to nearly 150. Finally, 2K1's online lobby system promises some polish that its NFL cousin lacked, including the ability to check ping rates when you've been challenged. Aww yeah...look for Team *EGM* ballers online by the end of **October**.



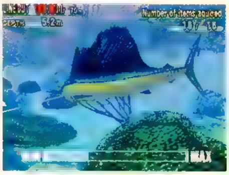


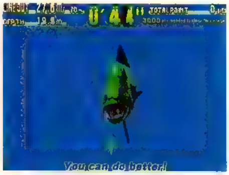


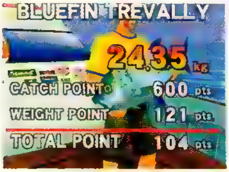


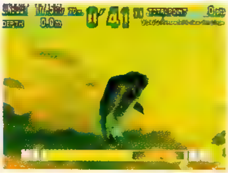
Sega Marine Fishing

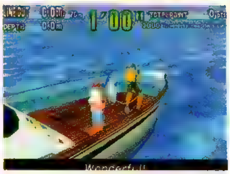
This **December** sequel to Sega Bass Fishing is much more intense than the original. Half the time you're hauling in lunkers the size of refrigerators; it's basically "extreme angling." A larger variety of fish include Blue Marlin, Sailfish, Tuna and even the Mako shark. Also, **Sega** added more mini-games, new stages and a couple new camera angles, and of course included compatibility with the Fishing Controller.

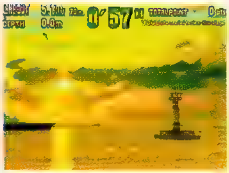

DEPTH
Number of items hooked
MAX


DEPTH
TOTAL POINT
You can do better!


BLUEFIN TREVALLY
24.35 kg
CATCH POINT 600 pts
WEIGHT POINT 121 pts
TOTAL POINT 104 pts


DEPTH
0'41"
TOTAL POINT


DEPTH
1'00"
TOTAL POINT
Wonderful!

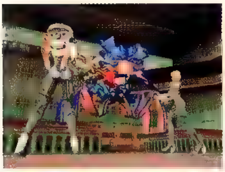

DEPTH
0'57"
TOTAL POINT

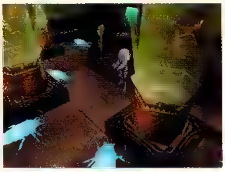
BLAST FROM THE PAST

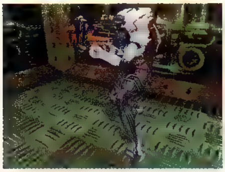
Gun Valkyrie is slated to use the long-ignored light-gun peripheral in conjunction with the standard DC controller. The last U.S. release to make use of this gaming glock was House of the Dead 2 over a year ago. 'Bout time that thing started earning its keep!

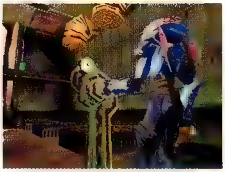
Gun Valkyrie

Smilebit (Jet Grind Radio) is working on this 3D action shooter, which will employ the DC's sorely underused gun peripheral in conjunction with the standard control pad. Gun Valkyrie features high-tech mechs in a gorgeous anime-style backdrop, and will support both a two-player mode and online play. You'll have to wait until **2001** before **Sega** releases it, though, so keep your sights here for updates.



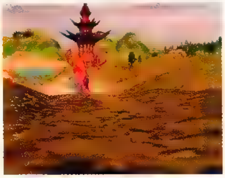


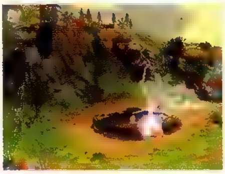


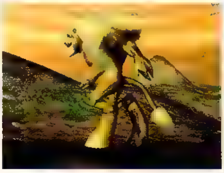


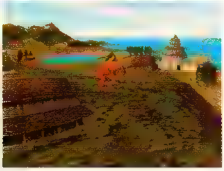
Black and White

You know it's a good sign when a game's AI actually surprises its creator, and that's exactly what happened to Peter Molyneux (the mind behind B&W) at the ECTS. As he was demo-ing his game, one of the creatures learned that putting a rock into the fire before playing catch with another beast would hurt it, and it shocked Peter more than anyone else. We'll have to wait awhile to be surprised ourselves though, since the **Sega** release of this god-game-meets-Tamagotchi is now due this **spring**.



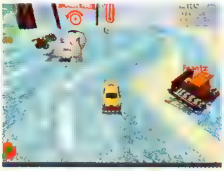


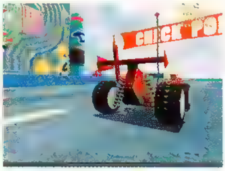


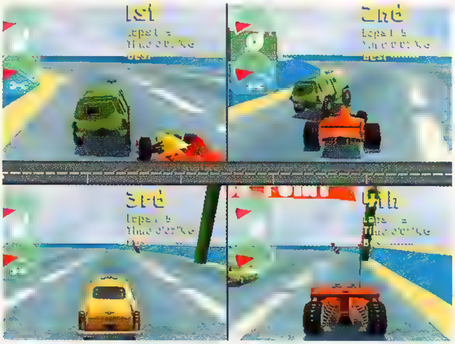


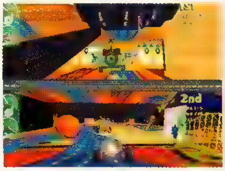
Toy Racer

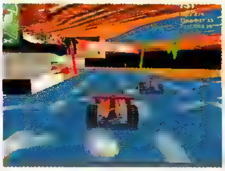
French developer **No Cliché**, the group that first brought toys to life on the Dreamcast with Toy Commander, is back with another Toy title, this time based around racing. Also, this one will be fully playable online (although a four-player split-screen mode remains). The basic premise of Toy Racer is that once again Guthy's imagination creates a world populated by toys that have come to life. Using some of the vehicles from the original game, as well as a slew of new ones (no air vehicles though), you'll be able to race through this world—but not only along the floor. Ramps will allow you to switch gears and drive along walls or ceilings. Levels include a kitchen, an attic, a toy area and a bathroom. Races will have checkpoints that you must hit, but they appear in random locations, which can make things a bit tricky. And, like every other kart racer, you'll be able to grab weapons to disable your opponents as you circle the tracks. Toy Racer is expected to release **in Europe later this year, and soon after in the U.S.**











PlayStation 2

RELEASE DATE: PLAYSTATION 2 LAUNCH
WWW.ROCKSTARGAMES.COM/SMUGGLERSRUN

ROCKSTAR 575BWY
ROCKSTAR 575BWY
ROCKSTAR 575BWY
ROCKSTAR 575BWY

Angel

guidance recordings

RP
CONTENT RATED BY ESRB

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This title is not yet approved by Sony Computer Entertainment America.

AS A MEMBER OF A RUTHLESS GANG OF SMUGGLERS, IT'S YOUR JOB TO EVADE THE U.S. BORDER PATROL, CIA AND CUTTHROAT RIVALS TO DELIVER ILLEGAL CARGO. IT'LL TAKE COMPLETE MASTERY OF YOUR OFF-ROAD VEHICLE TO MAKE IT ACROSS UNFORGIVING TERRAIN AND STAY ONE STEP AHEAD OF THE FORCES OUT TO DESTROY YOU.

DELIVER AT ALL COSTS

SMUGGLER'S RUN

- Levels are over 5 square miles, each with a "drive anywhere" environment filled with other smugglers and law enforcement officials.
- Choose from 35 different vehicles, each with unique modifications and strengths.
- Compete head-to-head or run "pick up and deliver" missions against AI opponents or in full multiplayer mode.
- Maneuver your way through arid desert, icy tundra, or rocky mountain forest.
- Real Time Damage Models allow you to watch the parts fly as you pay the price for punishing collisions!

SOUNDTRACK AVAILABLE ON GUIDANCE RECORDINGS

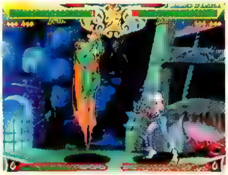
ROCKSTAR 575BWY
10
ROCKSTAR 575BWY
11
ROCKSTAR 575BWY
ROCKSTAR 575BWY

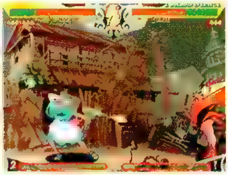
VIZIONARY

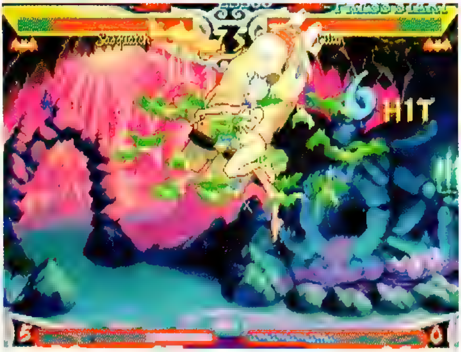
Anime fans should be interested to know that there is an animated series based on Darkstalkers. Called *Night Warriors* (the title of the second game), it's available on both video and DVD through Viz Video. http://www.viz.com/

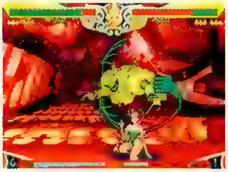
Vampire Chronicle

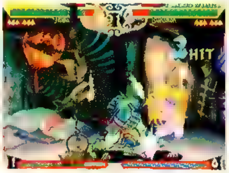
Available exclusively through their Web site in Japan, **Capcom** has released a compilation of the critically acclaimed Darkstalkers games (as they're known in the U.S.) on the Dreamcast. Unfortunately it takes more of an MK Trilogy approach in that it's basically Vampire Savior (the most recent game in the series) with the option to play using the rules and move lists from the first two titles in the franchise. Too bad, it would have been cool to have a collection featuring each title in all its glory. Now, if you're one of the lucky souls who already owns the superb Saturn version of Vampire Savior, there's little need to buy this disc. You'll also need a good arcade stick or one of them new-fangled Saturn-to-Dreamcast joypad convertors to really appreciate the awesome control of these old-school Capcom fighters. The only feature to write home about is the Internet access included in the game. Now you can fight Felicia or Morrigan with someone across the globe—assuming, of course, you have the proper dial-up configuration for Japan.





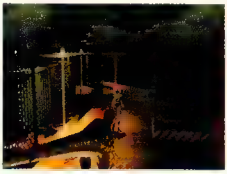


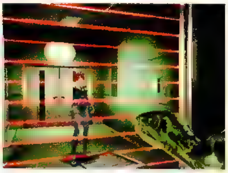


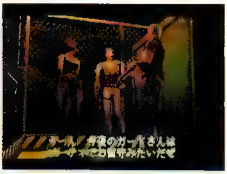


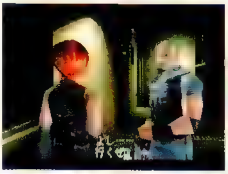
Dino Crisis

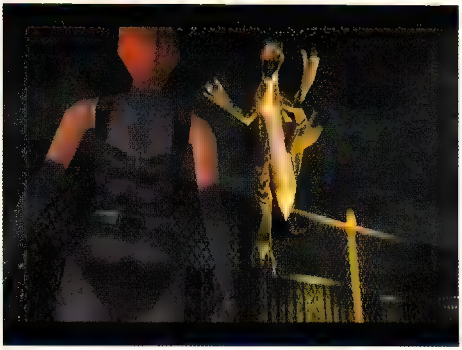
Hot on the heels of Dino Crisis 2 for PlayStation, **Capcom** comes a callin' with a snappy Dreamcast port of the original game. Much like the unreleased (in America) DC versions of Biohazard 2 and the upcoming Biohazard 3, this is little more than a quick port of the PC code, with almost no extras. While the textures are merely smoothed-out versions of their PlayStation counterparts, the game still looks better than ever. It's still not nearly as pretty as something like Code: Veronica, but Dino Crisis, and its fully 3D backgrounds, benefit from the Dreamcast's accelerated hardware much more than the mostly prerendered Biohazard 2 did. Even though Capcom has stated that any Dreamcast titles released in Japan will almost certainly come out here, there is no U.S. release date yet for Dino Crisis. Cross your fingers!

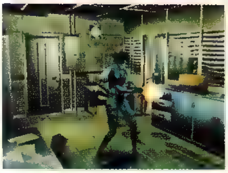












TWO WORDS

Shenmue

TEEN
T
CONTENT RATED BY
ESRB
Animated Violence
Mild Language
Use of Tobacco and Alcohol

www.sega.com/shenmue

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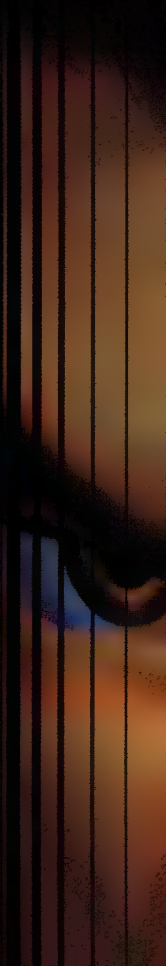
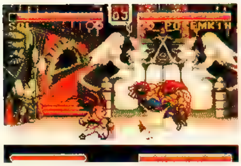
Dreamcast™



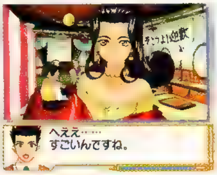

SOL
POTEMKIN
63

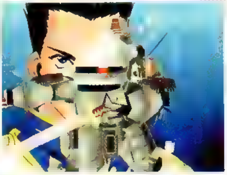
A LITTLE GUILT

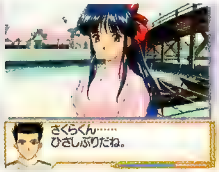
The upcoming Guilty Gear X for the WonderSwan is just like its arcade/Dreamcast big brother, except for the fact it's portable. And it doesn't look quite as good.

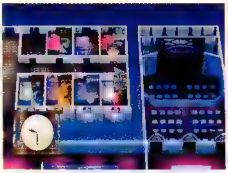
Sakura Taisen 2

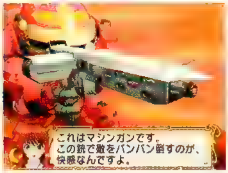
Japan's most popular strategy-RPG-dating-simulator is back! Kind of... The Dreamcast rerelease of **Red/Sega**'s Sakura Taisen 2 features high-quality FMV, improved 3D graphics, crisper sound, and most importantly, a sampler disc featuring a preview of Sakura Taisen 3. If you dig this sort of thing, chances are you already have this. If not, the game can be tedious if Japanese isn't your native tongue. For fans only.

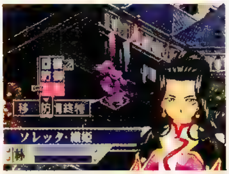

へぇぇ……
すごいんですね。




さくらくん……
ひさしぶりだね。

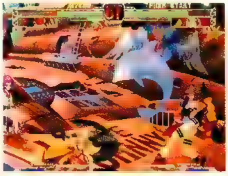


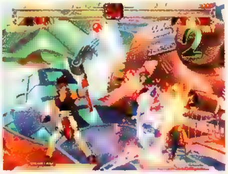

これはマシンガンです。
この銃で敵をバンバン倒すのが、
快感なんですよ。

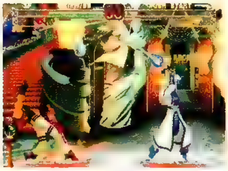


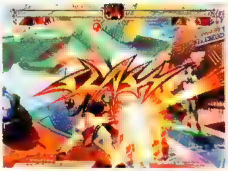
Guilty Gear X

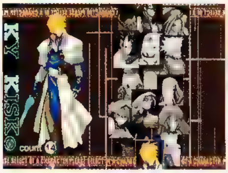
Ever wonder what would happen if Capcom rocked the 2D action in 640X480, instead of that grainy funk? We think it'd go a little something like this: **Sammy**'s sequel to the cult-hit Guilty Gear, GGX features hi-res visuals with animation on par with SFA 3. They also got rid of those cheap, unblockable one-hit instant kill moves, thank god. Several U.S. publishers are rumored to be seeking the rights to this anticipated game.







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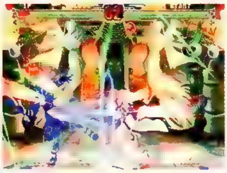
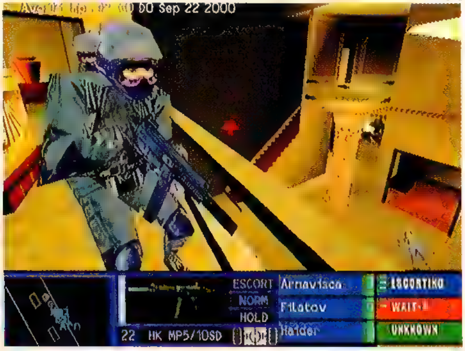


Rainbow Six: Rogue Spear

As the name implies, Rainbow Six: Rogue Spear is a sequel of sorts to the popular SWAT action shooter for the PC. And, just like the game that preceded it, Rogue Spear is headed for the Dreamcast this **November** thanks to **Majesco**. Fans of the first game will no doubt be excited by the loads of new missions Rogue Spear provides, along with new features like drop-down menus, better AI and multiplayer modes.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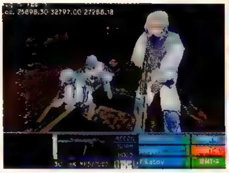
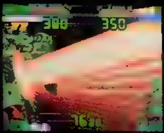


Where Fingerprints would be if controller wasn't gripped so hard.
Friction burn got after getting in Hygog's Face.
9 stitches. Exactly 12 less than I gave Qubeley.
Minor blisters earned during 8-hour marathon.
Gash got going toe-to-toe against Psycho.
Pepperoni pizza stain from all-night tournament vs. [illegible]

THE GAME IS IN 2-D. THE PAIN ISN'T. IT'S THE EPIC STORY OF GOOD VS. EVIL IN CLASSIC 2-D. YOU ARE HEERO YUY, IN YOUR FIRST VIDEO GAME EVER. YOUR JOB: USE YOUR POWERFUL WING GUNDAM TO PROTECT HUMANITY FROM THE SINISTER GIANT MOBILE SUITS. DO YOU HAVE THE BRAIN POWER AND STAMINA NEEDED TO DEFEAT THE EVIL MACHINES? OR DO WE CALL YOU MR. SOFT HANDS? GUNDAM BATTLE ASSAULT. OLD SCHOOL GAME-PLAY. NEW SCHOOL PAIN.



GUNDAM BATTLE ASSAULT™

PlayStation

BANDAI®
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TEEN
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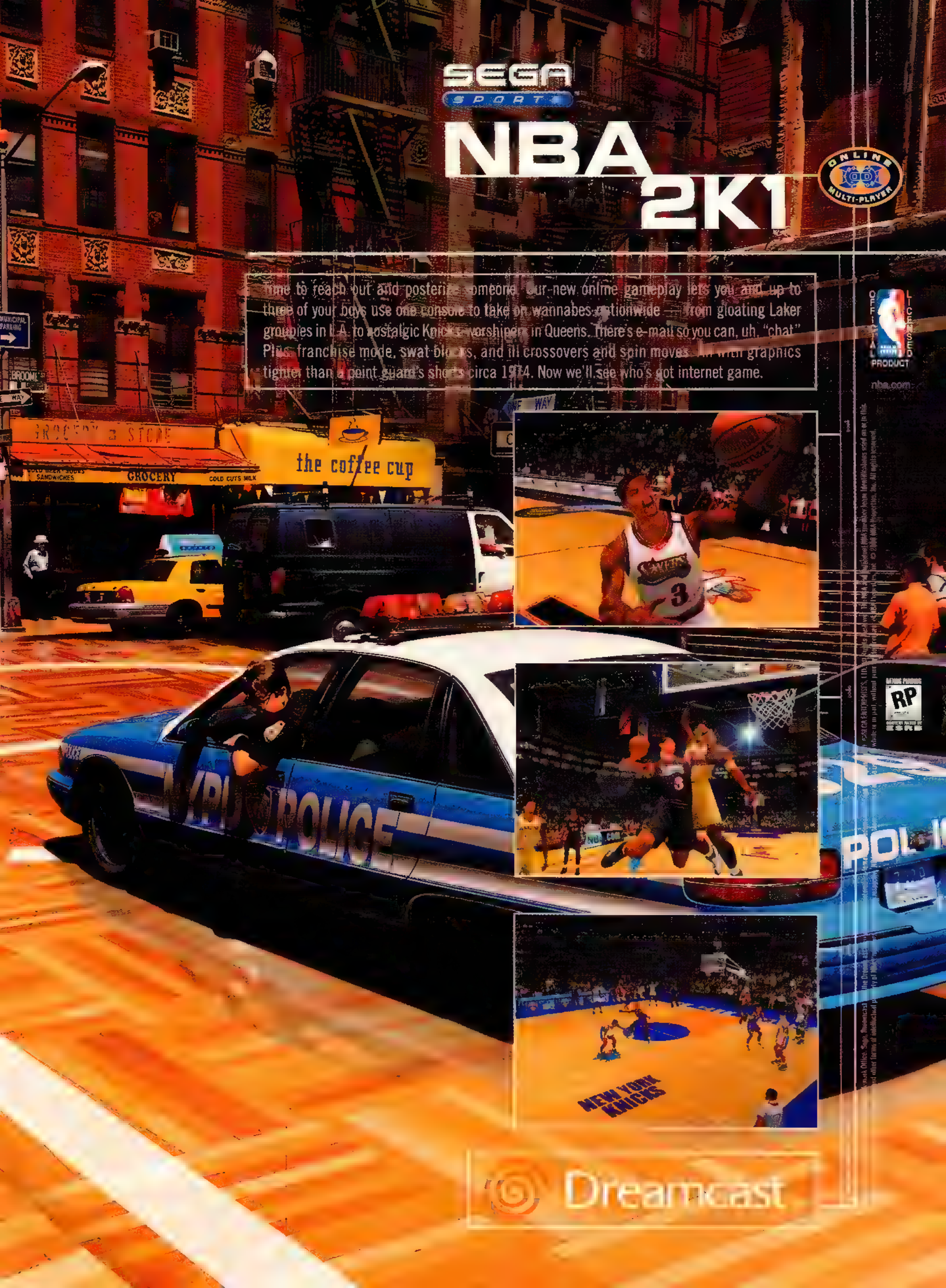
CONTENT RATED BY ESRB
Animated Violence

THE COURT'S GOING TO BE A LITTLE WIDER THIS SEASON.
WAY
GROCERY


SEGA
SPORTS
ONLINE
MULTI-PLAYER
OFFICIAL LICENSED PRODUCT
nba.com
RP
Dreamcast
GROCERY
the coffee cup
NYPD POLICE
NEW YORK KNICKS

NBA 2K1

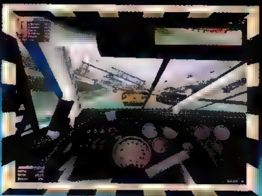
Time to reach out and posterize someone. Our new online gameplay lets you and up to three of your boys use one console to take on wannabes nationwide — from gloating Laker groupies in L.A. to nostalgic Knicks worshipers in Queens. There's e-mail so you can, uh, "chat." Plus franchise mode, swat blocks, and ill crossovers and spin moves. All with graphics tighter than a point guard's shorts circa 1974. Now we'll see who's got internet game.

FIVE LAPS TO GO.
PACK ON YOUR TAIL.
TIRES READY TO SHRED.
IT'S CALLED HEAT.
Bobby Labonte
INTERSTATE BATTERIES

NASCAR HEAT

Actual game footage

NASCAR
HEAT



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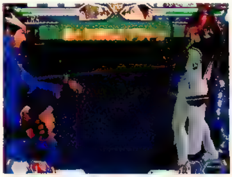
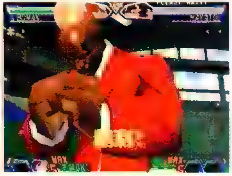
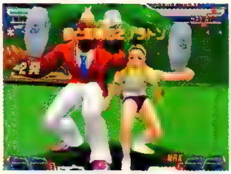
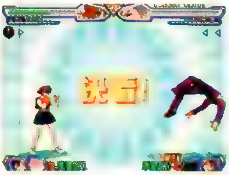
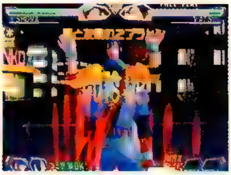
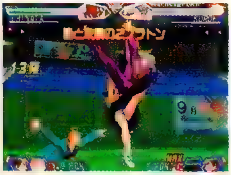
MAKING SCIENCE FUN!

Sure, the name "Half-Life" seems like it could be used to describe how you feel in the morning after a night of heavy partying, but it's actually a scientific term for the time required for half the atoms of a radioactive nuclide to decay. Now doesn't that make you want to go out and blow away aliens in a first-person shooter? Yup, us too!

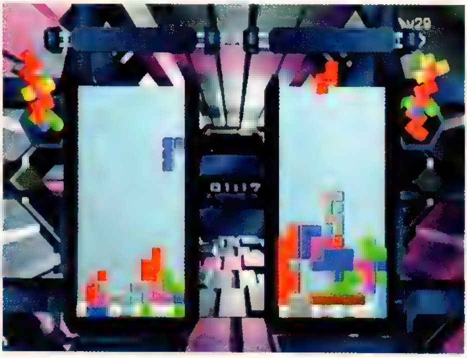
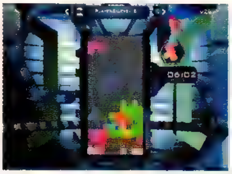
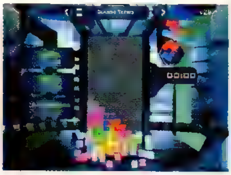
Project Justice

The true sequel to **Capcom**'s Rival Schools, Project Justice brings back the story line-heavy intra-school tag-team fighting action that made the first game such a blast. With 22 different characters (including six newcomers), three-player "party-up" techniques, and two-player cooperative moves at your disposal, Project Justice is fast-paced, lighthearted fun. Primed for a **November** release date, hopefully PJ will make the grade.

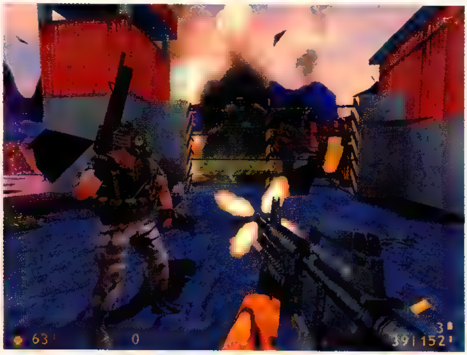
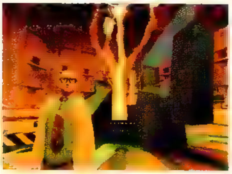
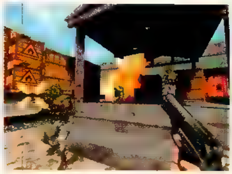
The Next Tetris: Net Edition

Gone but not forgotten, it seems the old Russian puzzler reappears somehow every couple years. This **November** Tetris players new and old will enjoy something only PC Tetrinet players have experienced up until now: online competition. **Crave** is also touting Classic Tetris, two-player, and a myriad of other play options for the ol' gravity well when Tetris hits the Dreamcast for the first time—but probably not the last.

Half-Life

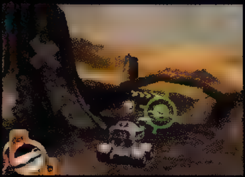
The Dreamcast version of **Sierra**'s popular PC first-person shooter, Half-Life, was on display at the ECTS, and we were very impressed with the upgraded graphics and the exclusive mode found in this **fall** release. The extra scenario, Half-Life: Guard Duty, in which you control Barney the enigmatic security guard in his own series of missions, is so cool it will no doubt bring pangs of jealousy from your PC-devoted pals.

Race with what's under the hood.
Win with what's strapped on top.
Hybrid Extreme
RACING™

Customize your wheels for maximum firepower.

Transform through portals to battle by land, sea and air.



Blast your way through with all the hard-core weapons you find.

PlayStation

EVERYONE E CONTENT RATED BY ESRB

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Hybrid Extreme
RACING
PlayStation
E

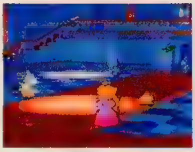
Take it to the Extreme! Modify then race one of eight customizable cars through some of the toughest tracks! Transform your vehicle to handle the terrain. But to win, you need fire power. Pick up machine guns and missile launchers to knock your opponents out! Because in this game, the best way to win is to make sure the other guys don't finish at all!

Paper Mario

Publisher: Nintendo
Developer: Intelligent Systems
Players: 1
Genre: Action/RPG
% Done: 70%
Release: Now (Japan)
Winter 2001 (USA)
Web Address: www.nintendo.com
The Good: All the awesome Mario characters you know and love in a huge adventure.
The Bad: Well, it's still in Japanese...
And The Ugly: Nintendo just delayed it from Dec. 26 to 1st Qtr next year! Noooooooooooo!

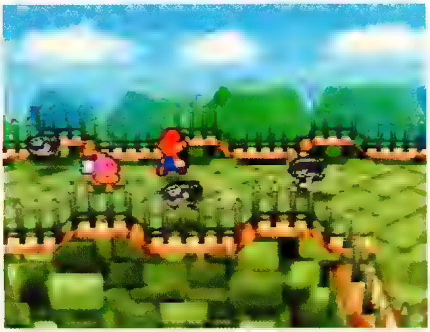
YOUR GIRL

Mario Gear Solid



Apparently Princess Peach is fed up with getting kidnapped in every other Mario adventure. Instead of sitting around on her fat butt once again, in Paper Mario she takes the game into her own hands. At certain points you control the Princess in her attempts to escape her castle-come-prison, or at least help Mario complete his quest and find her. One scene even has her sneaking around in the dark, avoiding the watchful eye of Bowser's troops and roving searchlights.

Sub-quests and mini-games (like this gambling contest) abound.



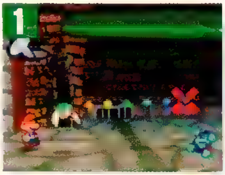
A great example of how Paper Mario blurs the line between platformer and RPG: Here Mario has to run across a bridge while dodging Bullet Bills; if one hits, he'll fight it in turn-based combat.

Trying desperately to keep the dust off that old N64 system? Tried all those fancy over-the-counter cleaners, harsh abrasives, feather dusters and miracle rags, only to have a fresh layer appear on your system every couple of months? Then try this game: We've been playing the import version for weeks now and are happy to report that Paper Mario has the best cure for the dusty N64 blues yet: It makes you actually want to pick up a controller and use the darn thing.

The fact that Paper Mario was originally developed as a sequel to the Super Nintendo game Super Mario RPG isn't surprising once you play it. Both games mix RPG elements with the action the Mario series is known for. You'll spend just as much time talking with people in towns and exploring dungeons as you will timing double-jumps and smashing blocks with your hammer. The overall story is familiar too: Bowser has kidnapped the princess (surprise!) and the seven stars once again, and it's up to you to save them. So are we talking about Mario RPG all over again, just on the N64? Not by a long shot.

The most obvious difference is the visual style; most everything in Paper Mario is made of flat, 2D sprites—a homage, no doubt, to the classic Mario games—but laid out in a fully three-dimensional space. The famous plumber himself is as thin as, well, a piece of paper. When he goes to bed, he slides between the sheets like a note into a file, and when he falls from high places he floats down, back and forth, like a leaf. The effect is unlike anything you've seen before: The mix of 2D and 3D give the game a unique, cartoony look and playful feel, all without exposing the limitations of the aging N64 hardware.

Another big change is the companion system. Instead of building a party of three or four friends, Mario always travels and fights with just one other buddy alongside. In the overworld or dungeons, this companion can help grab items, solve puzzles, or



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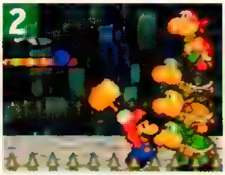

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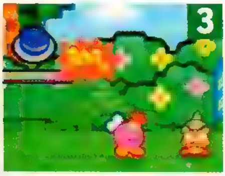

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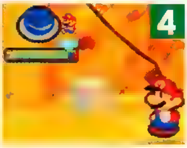

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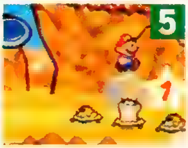
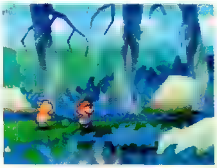


5

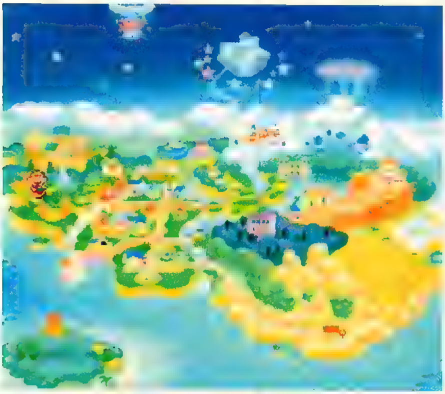
Paper Mario makes use of different techniques during combat to add an element of action to the turn-based battles; whether it's (1) hold the analog stick to the left and letting go to fire a turtle shell or (2) let a hammer fly, mashing the A button fast as you can to (3) set off an explosion or (4) escape combat, or (5) precise timing to double jump on enemies for extra damage.



open new areas (see sidebar). In combat, they are valuable allies who, although they are never attacked by the bad guys (Mario is always the one who gets damaged), can attack with special moves. As you gather all eight of these buddies, you can switch between them at will in or outside of combat.

Of course the Mario name has always meant simple, straightforward gameplay, and in this respect Paper Mario is no different. You basically have only three attributes to keep track of: Hit points, Flower Points and Badge Points. Hit Points are, of course, how much damage Mario can take before dying; Flower Points are like magic points—you use a certain number of them each time you use special attacks in combat. Badge points are where it gets interesting: Throughout the game, you collect these special items called badges, each with different abilities. Some give you new attacks, some increase your stats, some make enemies drop more coins, some do silly things like cause all your moves to make funny noises. Each badge takes a certain amount of points to "wear" and activate, and you can only wear as many as your maximum number of badge points allows. Anyhow, each time you gain a level, the game lets you choose one of these three categories (Hit Points, Flower Points or Badge Points) to increase.

So sound good? Heck yes, it does. Unfortunately, it seems Nintendo is trying to space out the quality titles they have left for the N64, pushing Paper Mario's release back to sometime 1st Qtr next year. Your N64 might have to suffer all that dust just a bit longer.

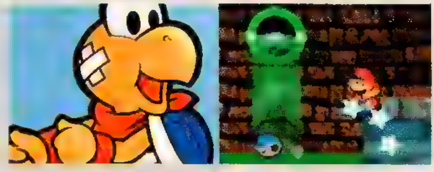


The giant world of Paper Mario (note Yoshi's Island in the lower-left corner). The game is divided up into eight chapters, but you are free to go where you please as you open up new sections.

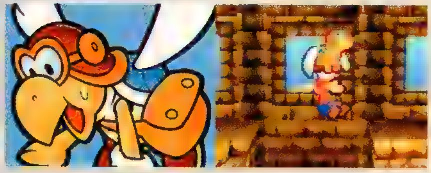
HELPFUL COMPANIONS

Get by with a little help from:

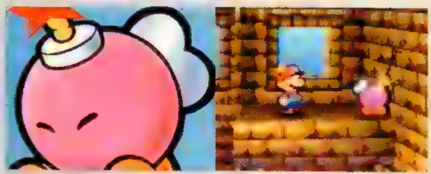
One of the coolest parts of Paper Mario are the little buddies who join you in your travels. You can only have one out at a time, but you can switch between them as you please (even during combat). Each one has special powers that will help you open new areas, solve puzzles and find secrets—collect all eight!



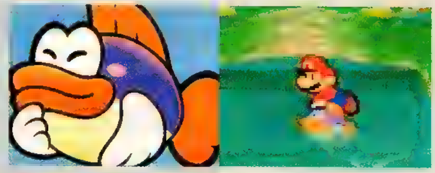
Koopa Troopa: Stomp on this guy to send him flying straight out, grabbing items or hitting switches on his way.



Koopa Paratroopa: He can pick you up and fly you across chasms, but he can only hold you for a short time.



Bob-omb: Look for cracks in walls and send Pinky to blow them open. Also has a great explosion attack in combat.



Fish: Jump on his back and ride to areas blocked by water.

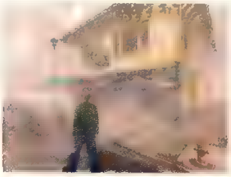
THE RUMOR MILL

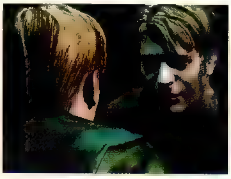
With plenty of loose talk and supposedly inside info on what Konami was planning for the sequel, the internet has been anything but silent about rumors regarding Silent Hill 2. Two of our favorites involve a group of kids from another town who find a book of black magic from silent hill and unleash it once again, or one that has Cybil (from Silent Hill 1) as the main playable character.

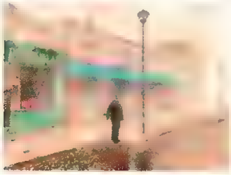
Now that concrete info is starting to leak out, maybe it will end all the conjecture.

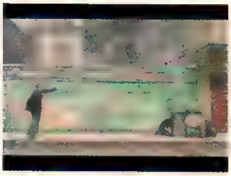
Silent Hill 2

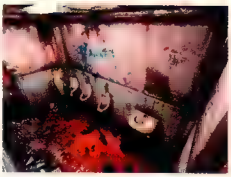
We just got the first shots of the sequel to **Konami**'s seminal horror adventure, and even though it's not due 'til **next year** it already looks more disturbing than the first game (and that's saying something!). Part Two features an all-new story and cast of characters, but takes place in the same resort community (called Silent Hill, duh) as the first game. You play James Sanderland, a middle-aged Joe who receives a letter from his wife asking him to meet her at Silent Hill. The catch? His wife has been dead for three years. If you thought Konami would get rid of all that fog on the PS2, think again: The creators said the sequel will retain the trademark misty look to keep the suspense (and no doubt frame-rate) high. They are also promising a better balance of challenge than the notoriously difficult first game.

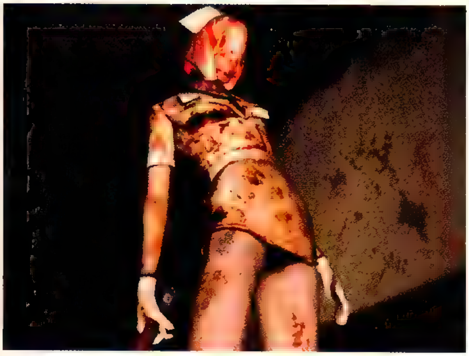






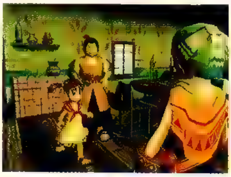


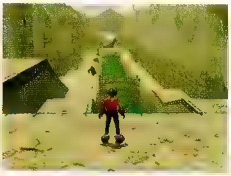


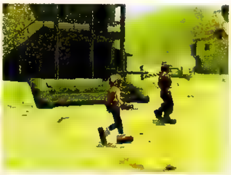


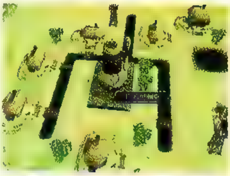
Dark Cloud

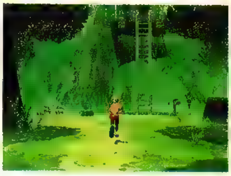
Sony's upcoming PlayStation 2 RPG was finally shown in playable form at the recent fall TGS (it's coming out here **next year**), and we walked away with mixed feelings. While Dark Cloud certainly looks beautiful at times—a few of the locations are visually incredible—others looked very barren. The combat system also seemed strange: Although the battles we got into seemed very basic (the lock-on system was lacking), those shown on video were full of spectacular-looking leaps and special moves. The world creation feature also looks great but remains somewhat of a mystery exactly how it works in the game. When you're building a town, setting down trees, houses and such, the view is from high in the sky—but you can instantly zoom down to your first-hand character at any time to get a look at your work.

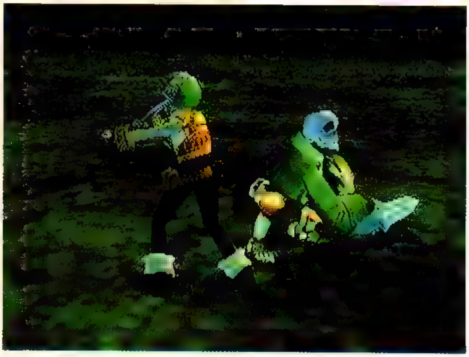










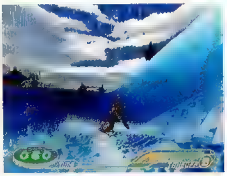
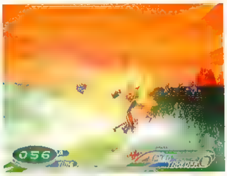
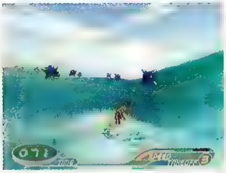
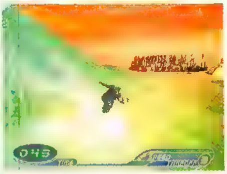
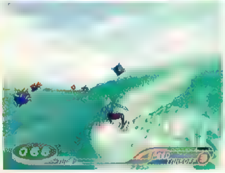
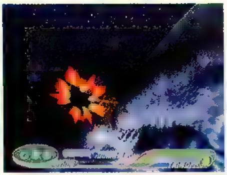


MY ONE AND ONI YOU

In Oni, you spend most of your time looking at a hot girl (Konoko) in leather pants. In actuality, the Oni are Japanese demons who look like humans except they have three eyes, big mouths, horns and sharp nails. Whatta wake-up call! Hope Konoko doesn't meet up with too many of those!
http://pantheon.org/mythica/articles/o/oni.html

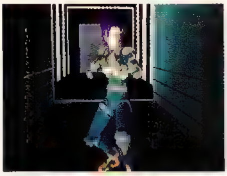
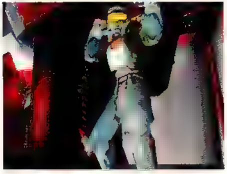
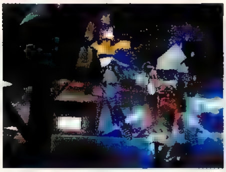
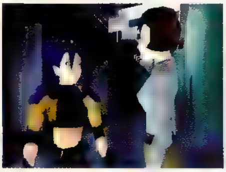
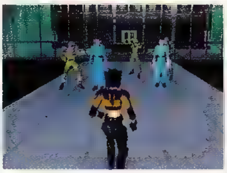
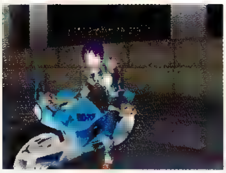
Surfing H_3O

Currently available in Japan as "Surfroid," **Rockstar** is bringing this rather difficult but visually gratifying game here in **December**. You'll be judged on your skills, including jumps, tubing and picking up bonuses, which are aided by a unique surfboard controller add-on (included). New boards, characters and contests are motivation for completing the game. The wacky story is just something you'll have to see to believe.

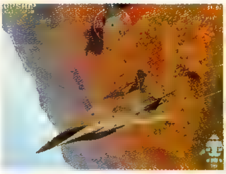
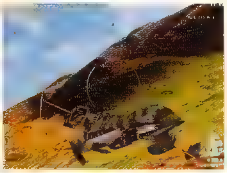
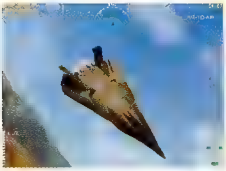
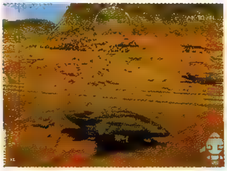
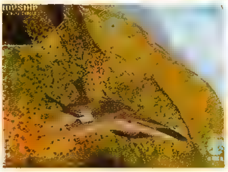
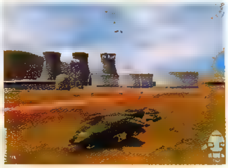
Oni

Although neither Marathon nor Myth ever made it to a console, Oni seems poised to dominate next-gen systems. Published by **Rockstar**, Oni puts you in control of Konoko, a super-tuff police veteran who kicks butt without bothering to take names. She's got quite an arsenal of weapons at her disposal, but can also utilize loads of hand-to-hand combat moves. Rockstar hopes to have this one ready in time for **fall**.

Dropship

Help your forces in the front-lines by dropping troops, tanks and more in **Sony CE**'s Dropship. Developed by their Camden studio, this action-shooter puts you in control of the Dropship, plopped down from the stratosphere to complete various missions; sometimes piloting other craft like futuristic Humvees. It's looking *way* better than when we first saw it, but don't expect to see Dropship in stores until **fall 2001**.

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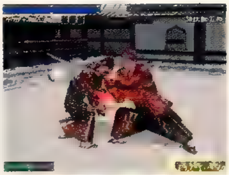
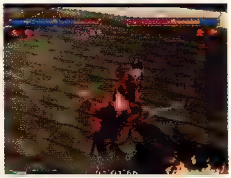
SKY PIRATES

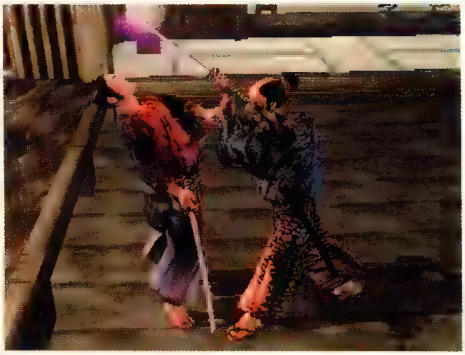
The planes in Sky Gunner look mildly reminiscent of those in Hayao Miyazaki's animated classic *Castle in the Sky Laputa*. Disney completed an English version of the film over a year ago and should (fingers crossed) release it sometime in 2001.

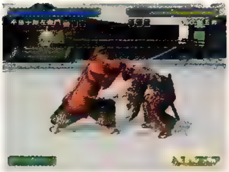
Kengo: Master of Bushido

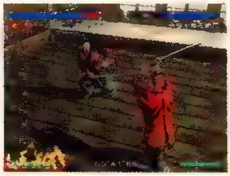
A few years back, a maverick developer in Squaresoft's stable attempted to create something fresh in the stagnant fighting game genre, which you and I came to know as Bushido Blade. That unique little fighter and the sequel it spawned proved that fighting games don't have to be all life-bars and dragon-punches. The developer, **Lightweight**, in alliance with **Crave**, has returned to the fray once more, with a similarly themed sword-slasher titled Kengo: Master of Bushido. Balance is the key to success in this game: Through battle and training, you can improve your warrior's stats, and gain fighting prowess through each successive victory. Watching your "ki" meter will alert you to when your energy is low, and subsequently, your inner strength. Deliberate action takes precedent over button-mashing, which is highlighted by the fact that one hit can end a match. The early version we've been playing has a few graphic and control issues, but hopefully they will be ironed out soon.





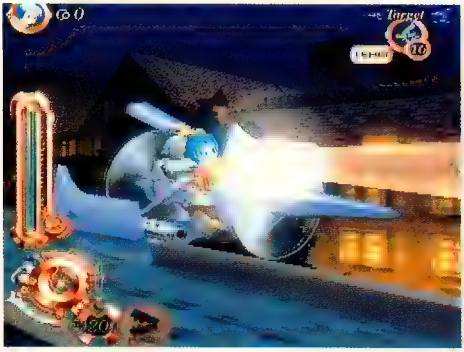


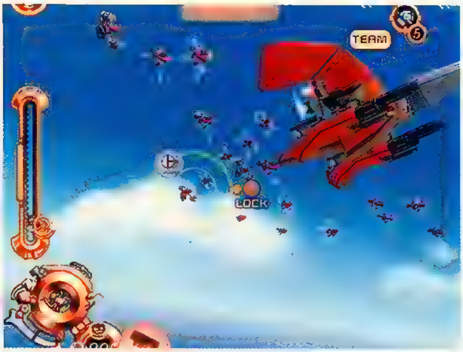




Sky Gunner

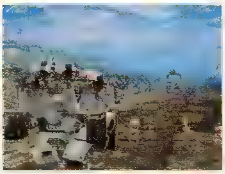
The only new PS2 title from **Sony CEI** shown at Tokyo Game Show this year that we hadn't heard of before was Sky Gunner. It can best be described as a mix of the gameplay from Panzer Dragoon and StarFox with anime-style graphics. You actually steer your ship (choose from three different planes/characters) in 3D to hit various targets both in front and in back of you. If your ship takes too much damage and starts to tailspin, you have a few precious seconds to quickly tap button combinations to get out of it. Battles look like they could be something out of *Star Wars*—dozens of ships flying around, enemy fire surrounding you. Unfortunately, the show version suffered from some rather hideous slowdown, but we're hoping that's fixed by the time it's released this **winter.**





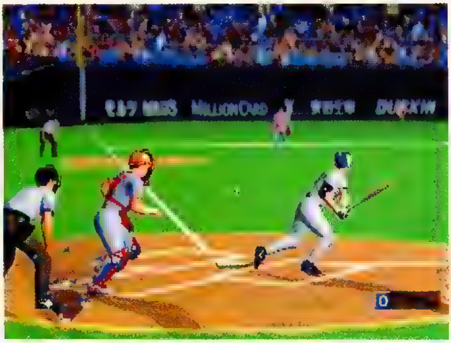
Ring of Red

What happens when the Nazis don't lose World War II? According to this **just-released** import strategy/RPG from **Konami**, Japan is divided Vietnam-style in a struggle between Germany and Russia. The year is 1964, and you play a Japanese-German soldier; choose and position your divisions (each containing one mech and three platoons of soldiers), then meet the enemy in semi real-time battles. This one is rumored to be on its way to America this **spring**.



Gekikuukan Pro Baseball: At the End of the Century 1999

This phenomenally titled baseball game arrives courtesy of **Square**. While tremendous on the visual front, the gameplay is seriously damaged by the limited controls. Square probably wouldn't have brought it here anyway, but we'd love to see someone do something with this engine.



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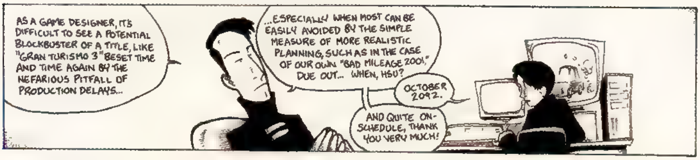
AS A GAME DESIGNER, IT'S DIFFICULT TO SEE A POTENTIAL BLOCKBUSTER OF A TITLE, LIKE "GRAN TURISMO 3" BESET TIME AND TIME AGAIN BY THE NEFARIOUS PITFALL OF PRODUCTION DELAYS...
...ESPECIALLY WHEN MOST CAN BE EASILY AVOIDED BY THE SIMPLE MEASURE OF MORE REALISTIC PLANNING, SUCH AS IN THE CASE OF OUR OWN "BAD MILEAGE 2001," DUE OUT... WHEN, HSU?
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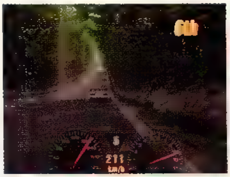
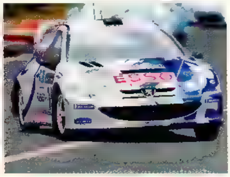
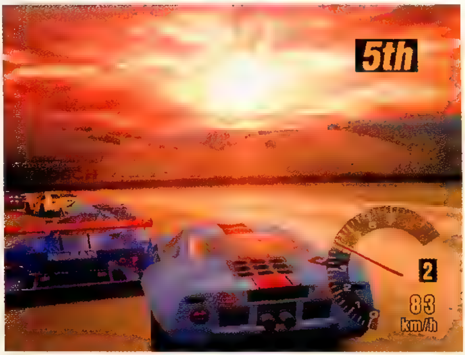
AND QUITE ON-SCHEDULE, THANK YOU VERY MUCH!

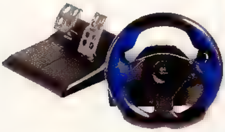
Gran Turismo 3

What a difference a few months can make! **Polyphony Digital** showed off the latest version of their quintessential PS2 racing game and it is indeed both new and improved. Besides added cars and tracks (including the awesome Deep Forest course), the most noticeable difference would definitely be the resolution of the game, which has been boosted to an insane level, without jaggies, and without sacrificing any of the speed or environment mapping (where everything around the car reflects off it) we saw in earlier versions. Also on display were the new force-feedback steering wheel and pedals (below, made by famed PC peripheral maker Logitech) that Sony will be putting out at the same time as GT3. We had a chance to try the wheel out at the show and were very impressed—suction cups and clamps lock it down tight and give a sturdy feel while the give and take of the force feedback seems as realistic as the rest of the game. Of course all this progress comes at a price: The release has been pushed back, now to **sometime 2001**.









Teame ORECA
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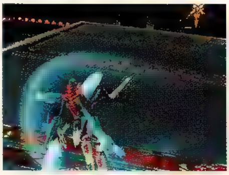
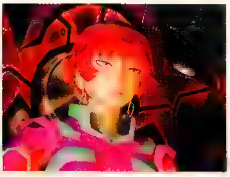
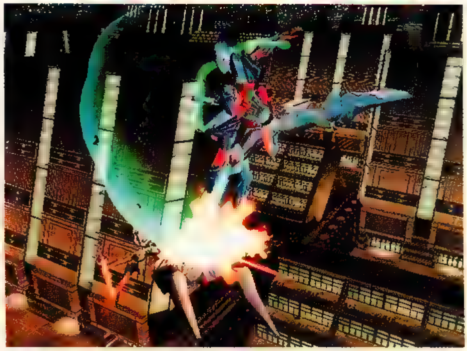
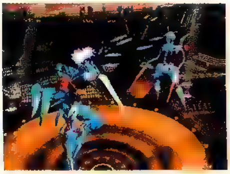
Z.O.E

Most of the PS2 games at the Tokyo Game Show looked like they could have been done on the Dreamcast; not so of giant robot action title Zone of the Enders from **Konami**, due this **winter**. Of the current consoles, only Sony's machine is capable of graphics this intense—detailed models, crisp textures, destroyable backgrounds, incredible explosions and special effects, all without a hint of slowdown. We're also happy to report that Z.O.E plays as good as it looks. The demo at the show included a brief tutorial to the controls, set in a Metal Gear-esque VR training lab: analog stick to move around, shoulder button to boost, one button each to raise or lower your mech, and two attack buttons that change their function (lock-on laser, machine gun, energy blade, etc.) depending on where you are in relation to the enemy. It works great—you can lock on to the bad guys, then move quickly and freely in all three dimensions without getting confused. From Software should take notes for their next Armored Core game.







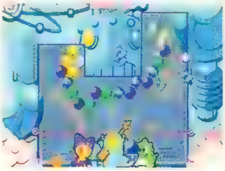


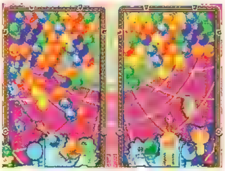
SSX VS. X-GAMES

The first two snowboarding games for the PS2 are polar opposites. SSX features a circus-like atmosphere and wild, dynamic courses. In contrast, Konami's X-Games is the most realistic representation of the genre we've seen yet.

Super Bust-A-Move

No surprises here. It's the same classic Bust-A-Move gameplay with a few minor twists. New features include trajectory altering, conveyer belt walls and a selection of smaller bubbles for tighter placement. In addition, "bubble captives" get trapped within the works until you release them. New characters, Training, Normal and Classic Modes plus two-player Battle are included in this **November** release from **Acclaim**.





ESPN X-Games Snowboarding

Konami's ESPN X-Games is drastically different from EA's glitzy SSX. Everything from the riders to the mountains they slide down are re-created in exacting detail. For better or worse, it plays more like a snowboarding simulation than an arcade offering. The essential modes are Big Air, Border Cross, Halfpipe and Slopestyle. Head-to-head play and the familiar ESPN fanfare are all part of this **November** release title.

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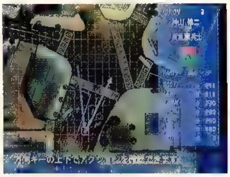
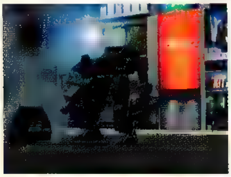
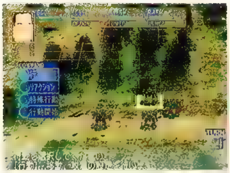
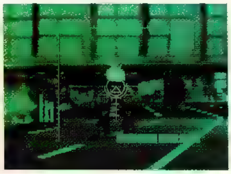
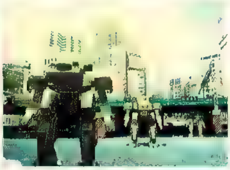
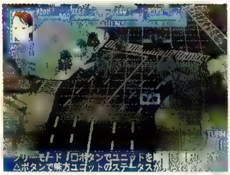
VELVET WHAT, NOW?

While occasionally rooted in abstract logic, many Japanese game titles leave us wondering what the developers were thinking when naming their brain children. Here's a few of the all-time faves, in honor of Velvet File.

Virtual On 2: Oratorio Tangram
Slap-Happy Rhythm Busters
Jumping Flash 3: Robbit Mon Dieu
Adventure of Monkey God
Dragon Money

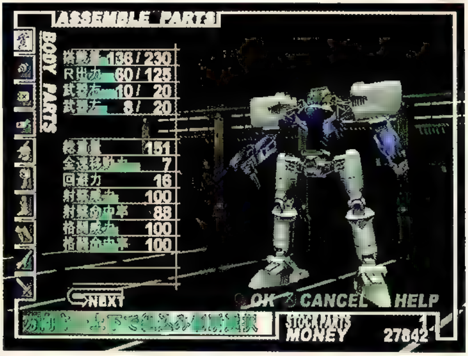
Velvet File

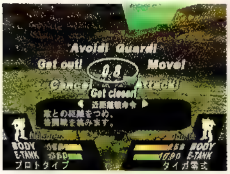
Ever heard of **Dazz**? While not exactly a big name in the biz, their PS2 mech strategy/RPG Velvet File actually looks pretty decent. The cityscapes are nicely detailed, and although the turn-based combat moves a little slow, strategy veterans will be used to the relaxed pace. Worry more about knowing some Japanese or someone who does if you import this game—an American release is not looking too likely at this point.

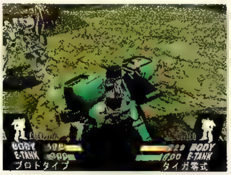







The Mechsmith: Run=Dim

Have you ever wanted to build your own killer robot? Sure, we all do! But now, thanks to **Idea Factory**, your dreams can become reality. Well, at least on your PS2. In Mechsmith, **available now in Japan**, you create robots for one-on-one combat. The problem is you don't actually control your 'bot, all you can do is issue commands like "Guard!" and "Avoid!" Bleah!


ASSEMBLE PARTS
BODY PARTS
138 / 230
60 / 125
10 / 20
8 / 20
151
7
16
100
88
100
100
NEXT
OK
CANCEL
HELP
STOCK PARTS
MONEY
27842


Avoid!
Guard!
Get out!
Move!
Cancel
Attack!
Get closer!
BODY
E-TANK
プロトタイプ
BODY
E-TANK
タイガ零式


BODY
E-TANK
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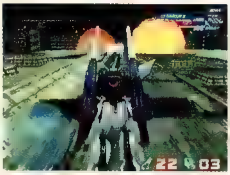
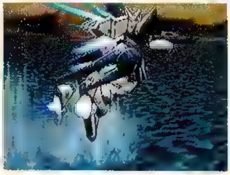
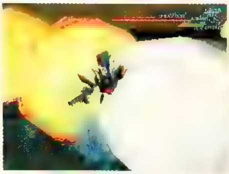
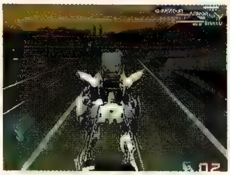
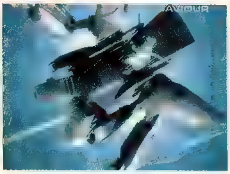
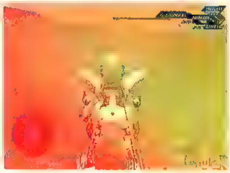
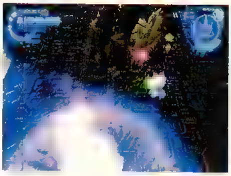
G-Saviour

What? A mech game for the PS2? No way! **Sunrise Interactive**'s G-Saviour (released for Gundam's 20th anniversary) isn't too bad though. Controls are a little clunky, but there's a good bit of action and weapon variety. Trailers from the live-action show are also included on the disc as a special premium, so fans of the series or just of the genre should probably look into this title. No plans for a U.S. release yet.

Silpheed: The Lost Planet



Now that we've had a chance to play the PS2 edition of Silpheed, we have a few concerns. We know **Working Designs** plans to add analog control before the game hits shelves this **fall**, but we're wondering if they plan to do anything about the massive slowdown found in many of the levels as well. There probably isn't a big chance of that happening. However, fans of the Sega CD game of old will recognize the option to load different weapons on each side of their ship, earn new weapons based on their performance in each level, and even relive some of the great music from the first game. The real question is whether the nostalgia factor will be enough for new PS2 owners to spend the dough. Look for our review next month.

Winback

Koei brings their N64 action/shooter to the PS2 this **December**. Besides boosted graphics, this version includes a four-player deathmatch mode. Expect word on a U.S. release soon.

KOEI
ウィンバック

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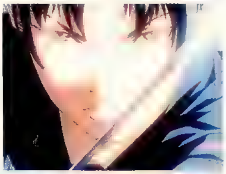
ウィンバック

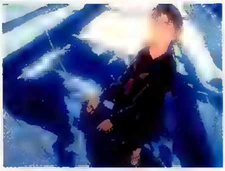
GRAPPLING HOOK

SAY WHAT?

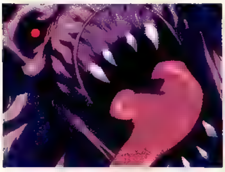
The original Klonoa for the PlayStation had characters who spoke a made-up language with subtitles just like Rayman 2 DC. Try making your own language up, kids, then hit some drive-thru windows to test it out!

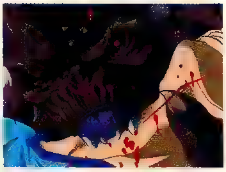
Blood: The Last Vampire

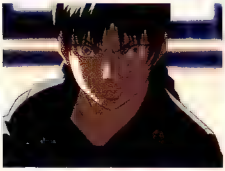


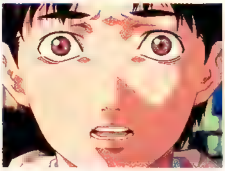


Sony and **Production I.G.**, a company best known for directing the *Ghost in the Shell* movie, are teaming up to bring an interactive version of the first-ever fully computer-generated anime to the PlayStation 2. Sharing the name of the hotly anticipated anime and novel (both due this year), Blood certainly looks incredible, but we're curious how this "digital adventure" will actually play when it ships **next year** in Japan.

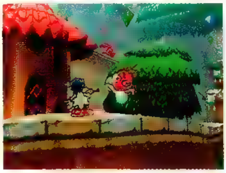


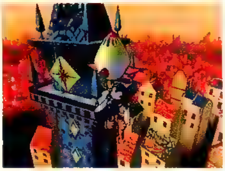




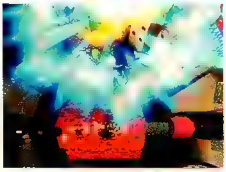


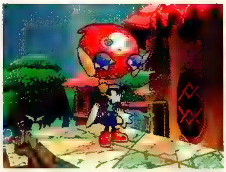
Klonoa 2: Lunatea's Veil

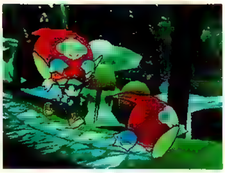




The original Klonoa was an incredibly enjoyable action/platformer title, arguably the best the PlayStation has to offer. So, naturally, it was overlooked and underrated by most of the gaming populace. Thankfully though, that hasn't stopped **Namco** from making a sequel, headed for the PlayStation 2 **next year**. Keeping the same 2.5D perspective from the first game, Klonoa 2 now melds cel-shaded characters with fully polygonal backgrounds, a look that's basically similar to Sega's Jet Grind Radio but with way more detail. The backgrounds are stunningly full of life and the shading effects on the characters are amazing. This is one PlayStation 2 title we'll be keeping a close eye on.

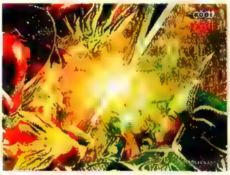


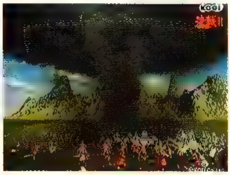


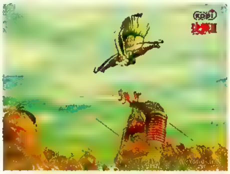


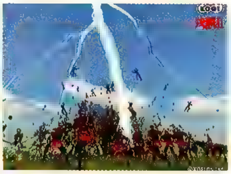
Kessen 2

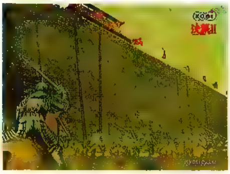
Even though the American gamers are just now getting a taste of the original Kessen, **Koei** has announced it has 50 staff members currently working on a sequel. Kessen 2 promises 500 fighters on-screen at once, and a move away from realism toward comic book-style flying heroes and super powers (complete with spells 'n' stuff). Available in Japan this **winter**.

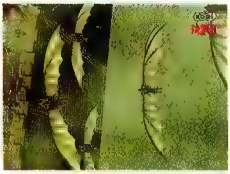




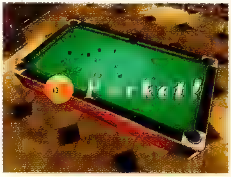


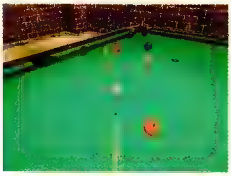




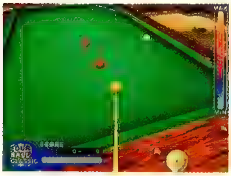


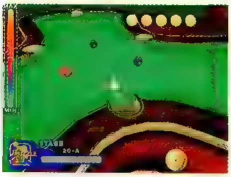
Real Pool





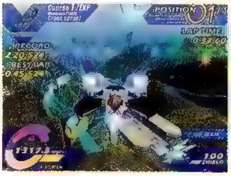
The "other" PS2 pool game due this year, **Infogrames'** Real Pool is, despite its tame looks, very addicting. It has 12 different kinds of pocket billiards, 3- and 4-ball pocketless games, computer opponents who can really hold their felt, and a ton of odd-shaped bonus tables to test your skills on. The ball movement and collision physics are fantastic, and with two-player support, there'll be little need to endure smoky pool halls come **December** when Real Pool gets cued up for release.

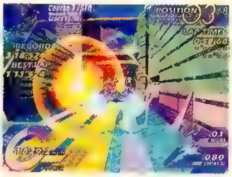


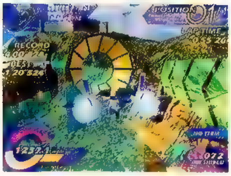


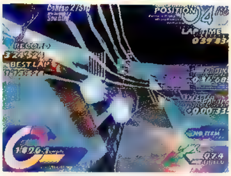
Hrësvelgr

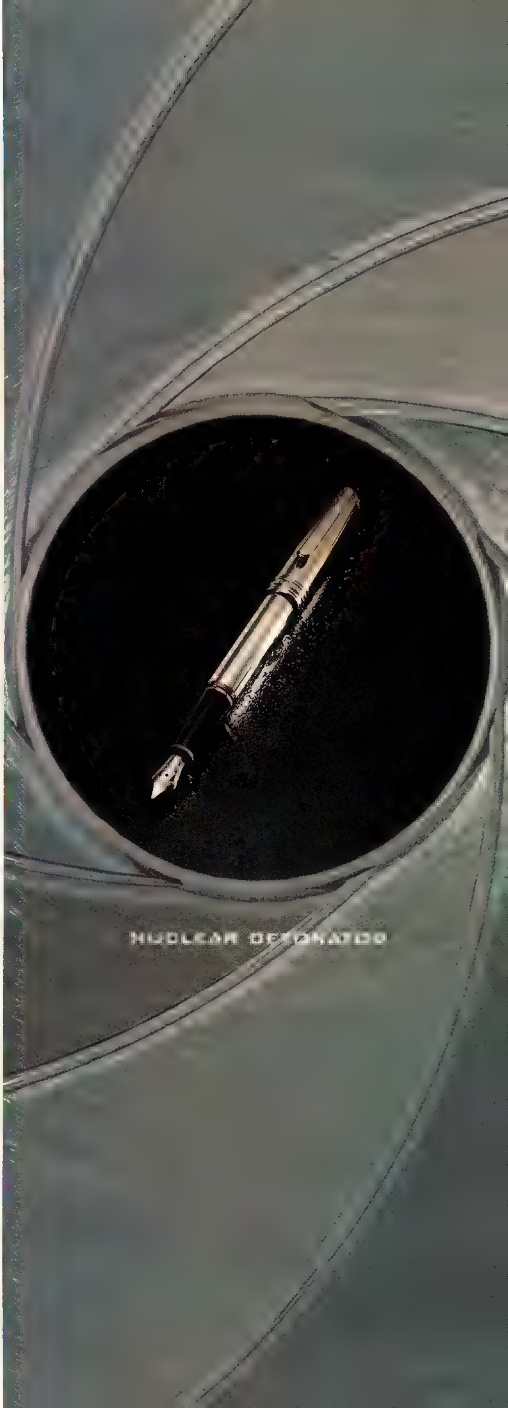
Crave may be bringing **Gust's** WipeOut-style racer, Hrësvelgr, to the U.S. Unless the framerate and/or graphical standards are raised, though, it's going to be a pretty disappointing title. One of few racing games that requires players to adhere to a charged track to keep up speed, some cool ideas are realized in Hrësvelgr, but if it doesn't take a u-turn in the States, RR5 and WO Fusion are gonna pass it by.

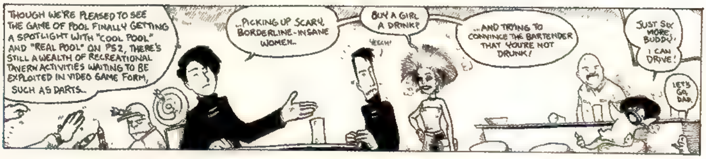






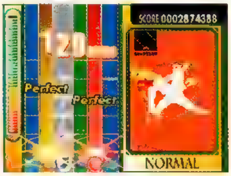





THOUGH WE'RE PLEASED TO SEE THE GAME OF POOL FINALLY GETTING A SPOTLIGHT WITH "COOL POOL" AND "REAL POOL" ON PS2, THERE'S STILL A WEALTH OF RECREATIONAL TAVERN ACTIVITIES WAITING TO BE EXPLOITED IN VIDEO GAME FORM, SUCH AS DARTS...
...PICKING UP SCARY, BORDERLINE-INSANE WOMEN...
YEECH!
BUY A GIRL A DRINK?
...AND TRYING TO CONVINCE THE BARTENDER THAT YOU'RE NOT DRUNK!
JUST SIX MORE, BUDDY! I CAN DRIVE!
LET'S GO, DAD.

Guitar Freaks 3rd Mix & Drummania 2nd Mix

Konami's decided to include two of their latest music games on one PS2 disc this **December**. Both of them share many of the same tunes, so it makes sense that they'd be packed together (and it's a great deal for those who already own the drum and guitar controllers). In Session mode, three players (two guitars and one drum) can play together.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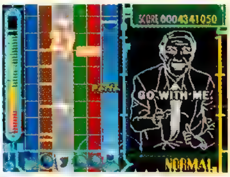
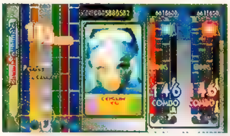
120
Perfect
Perfect
NORMAL


SCORE 0004341050
GO WITH ME
NORMAL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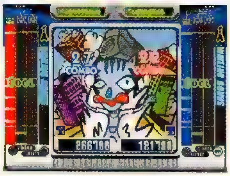
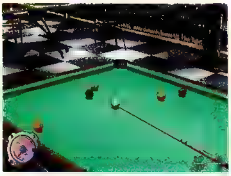
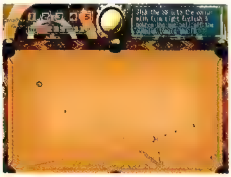
COMBO
46
COMBO

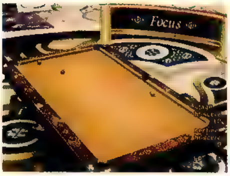

27
COMBO
266100
181700

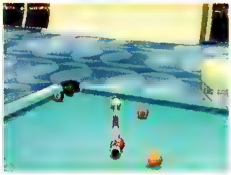
Q-Ball: Billiards Master

Taking a different tack from Infogrames' Real Pool, **Rockstar**'s entry into the PS2 billiards market puts some edgy English on an otherwise stuffy sport. A loaded jukebox, a host of opponents, a choice of decorative venues, and a bundle of skill-building and competitive games help keep the ball rolling. The interface is a bit rough, but Cool Pool gets major style points for its visuals. Bank on it dropping into stores **Oct. 31**.



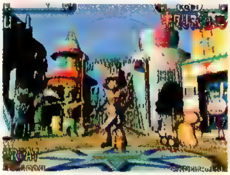


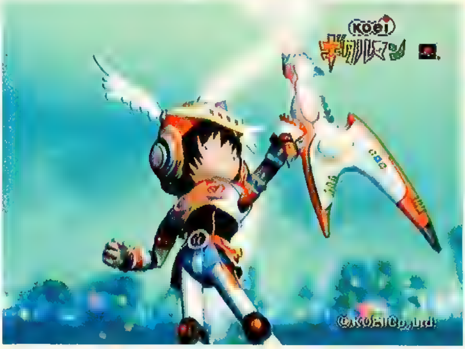




Guitar Man

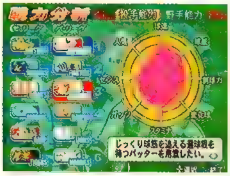
The title is all we know about this upcoming **Koei** game—but it says it all doesn't it? It looks quite a bit like PaRappa, with character designs by popular Japanese artist Mitsuru.

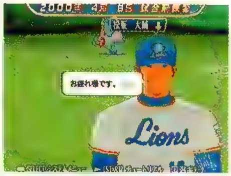


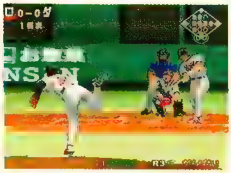

KOEI
©KOEI Co.,Ltd.

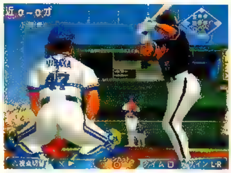
I Am The Manager!

Tired of baseball games where you play the role of every player? In this **November** DVD-ROM PS2 title from **Enix**, you're only the manager, and can suggest pitches or go up to the mound to see how things are going (demonstrated in the upper-right screenshot below). You can fast-forward the action since you're not actually playing and make adjustments to your roster according to player performance and fatigue.







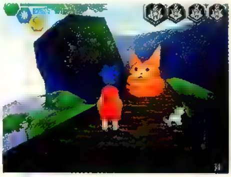


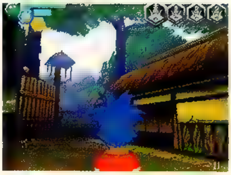
MYSTICAL NINJA

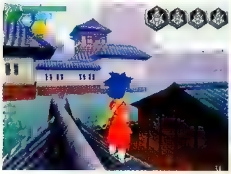
Konami's Goemon has starred in so many games from the 8-Bit Famicom to the PlayStation 2 that sometimes it's hard to keep track. Go to www.goemon.com for all the Goemon info you could ever want.

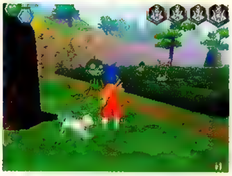
Goemon

This is not the Goemon from the lighthearted, surreal adventure games that **Konami**'s put out starring him and his gang of comrades. Maybe there are still a few shreds of that left, but this PS2 installment (due in **December**) is a more grown-up, Zelda-esque game with RPG-style gameplay (down to the use of Z-targeting). Note that Goemon no longer sports his trademark superdeformed style—he and his friends have been made to look more human, although Goemon still sports his wily 'do.



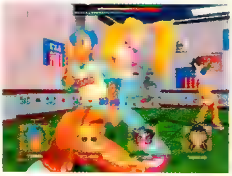


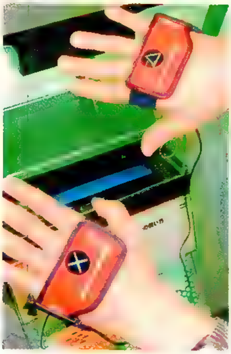


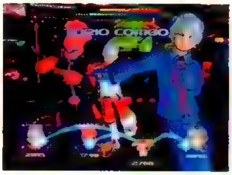


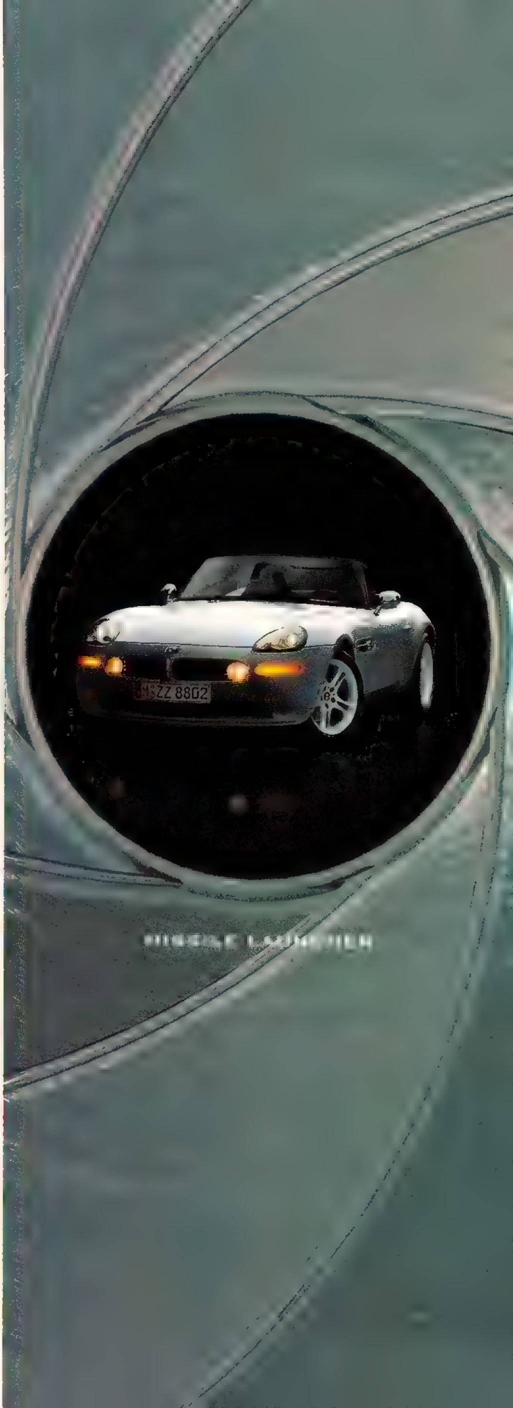
Dance Summit 2001

Enix's Dance Summit 2001 (due in **November** in Japan) is more like PaRappa than the Bust-A-Move (or Groove, in the U.S.) games. First you watch as the computer lays out the button sequence and then you play it back *on the beat* (in Bust-A-Groove you could press the buttons in any order as long as you tapped the last one on the fourth beat). With these hand controllers you can tap any part of your body with the correct button to "dance."



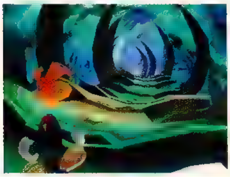


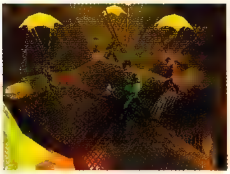




IT'S NOT A SEQUEL, REALLY.

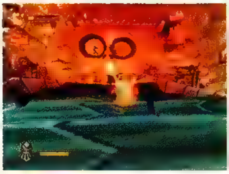
While Warriors of Might and Magic certainly isn't the first 3D action game baring the M&M name, don't think it has anything to do with the frighteningly poor Crusaders. 3DO was quick to point out Warriors has an all-new development team, engine and gameplay aspects. In other words, hopefully it won't suck.

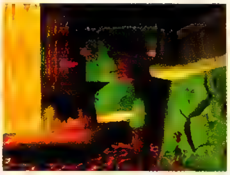




Rayman 2: Revolution

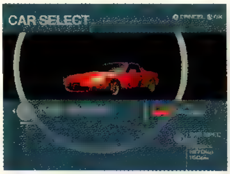
If you've played the DC version of Rayman 2, you're probably drooling now, 'cause the PS2 game will be just as fun and can only look better! Supporting up to 10 enemies on-screen and tons of secret areas to explore, **Ubi Soft**'s latest looks like one of the most promising platformers for the new console. Fear not, revised levels and quests will make it worthwhile even if you've played the others. R2:R is in stores **Nov. 14**.

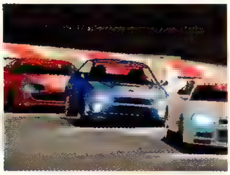


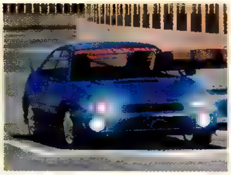


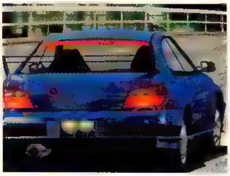
Tokyo Highway Battle 0

Never one to sit still, **Genki** brings their powerhouse street-racing series to the PS2. Tentatively titled Tokyo Highway Battle 0, the same streets of Tokyo turbo-injected racing you've grown accustomed to on the PS and Dreamcast will now skid onto your PS2. The version we saw at TGS wasn't looking so hot—frankly worse than the DC version—but several publishers are interested in the finished product.



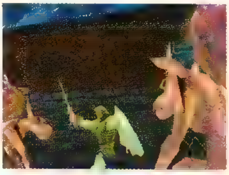


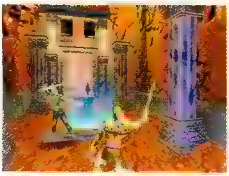


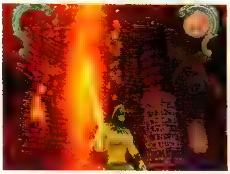


Warriors of Might and Magic

Many traditional PS one developers seem to be using their first PlayStation 2 titles as an excuse to fool around with all those fun effects that aren't possible on the PlayStation one, and **3DO** is no exception. Warriors of Might and Magic, a 3D action game based on the popular M&M universe, is chock-full of volumetric fog, particle effects, dynamic lighting and other keen visual enhancements, making this hack-and-slash title almost more fun to look at than play. This shouldn't be the case with the final version though; a lot of work is being put into the gameplay and story line elements (there's a simple combo-based fighting system and a cool-sounding story line), meaning this **fall** could be a great time for action/adventure fans.

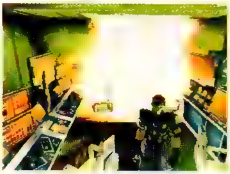


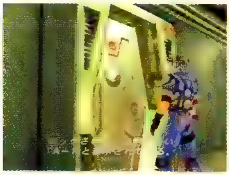


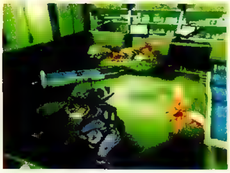


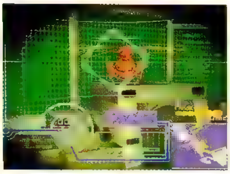
Carrier: The Next Mutation

You might assume from the title that this is a true sequel to **Jaleco**'s Dreamcast survival horror rip-off Carrier, but you'd be wrong. Then again it's not a straight port either. The Next Mutation is sort of an upgrade to the original game, with improved graphics, a slightly altered story line, and expanded first-person mode (you can move and shoot this time). It looked rough at TGS but it's not due until this **winter** so there's hope.









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"THE ULTIMATE GETAWAY GAME GETS EVEN BETTER"

PSM Magazine, July 2000

"STRAP ON YOUR SEATBELT FOR THE MOST EXPLOSIVE DRIVING EXPERIENCE SINCE THE PINTO"

Incite, July 2000

"AN ALL-OUT BETTER WHEELMAN EXPERIENCE"

Gamespot, August 2000

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New foot missions let you hit the streets and commandeer any vehicle!

Partner up with any thug in split-screen multi-player modes!

THERE'S SOMETHING GOING DOWN ON THE STREETS. AN INTERNATIONAL MOB WAR HAS AT THE OFFICE FOR ONE COP. ONE COP FEATURING SOLOMON CAIN, JERICHO AND TOBIAS JONES.

PlayStation

REFLECTIONS

TEEN

CONTENT RATED BY ESRB

DRIVER™ 2
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AND INTRODUCING ALVARO VASQUEZ, RUTHLESS BRAZILIAN CRIME LORD
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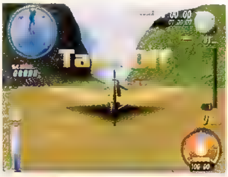
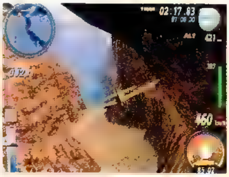
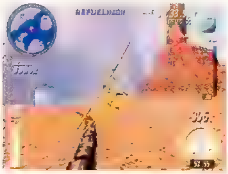
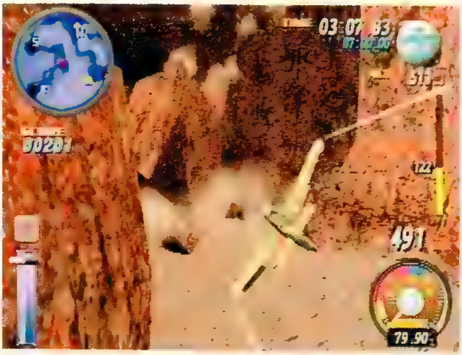
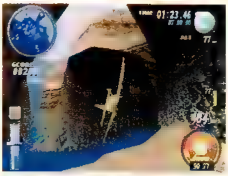
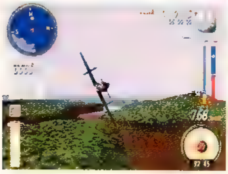
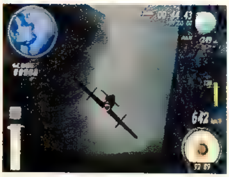
INFOGRAMES

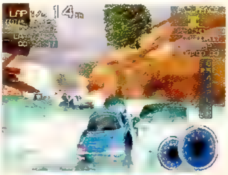
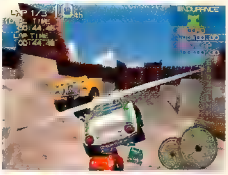
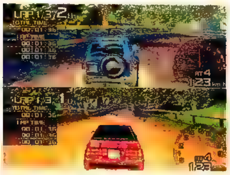
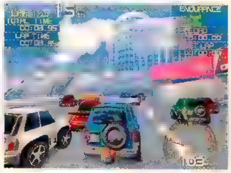
Sky Odyssey

Being touted as the first true flying game for the PlayStation 2 (yes, it's PS2, we checked), **Activision**'s Sky Odyssey will have you piloting a variety of planes from different time periods, giving you the chance to perform death-defying stunts from the comfort of your couch. Coming in time for the **holidays**, Sky Odyssey's multiple play options (including an adventure mode) should be cool, but what's up with the graphics?

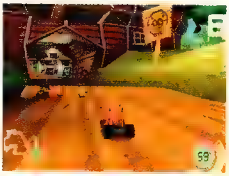
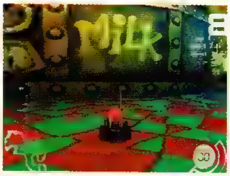
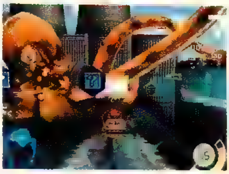
Choro Q High Grade

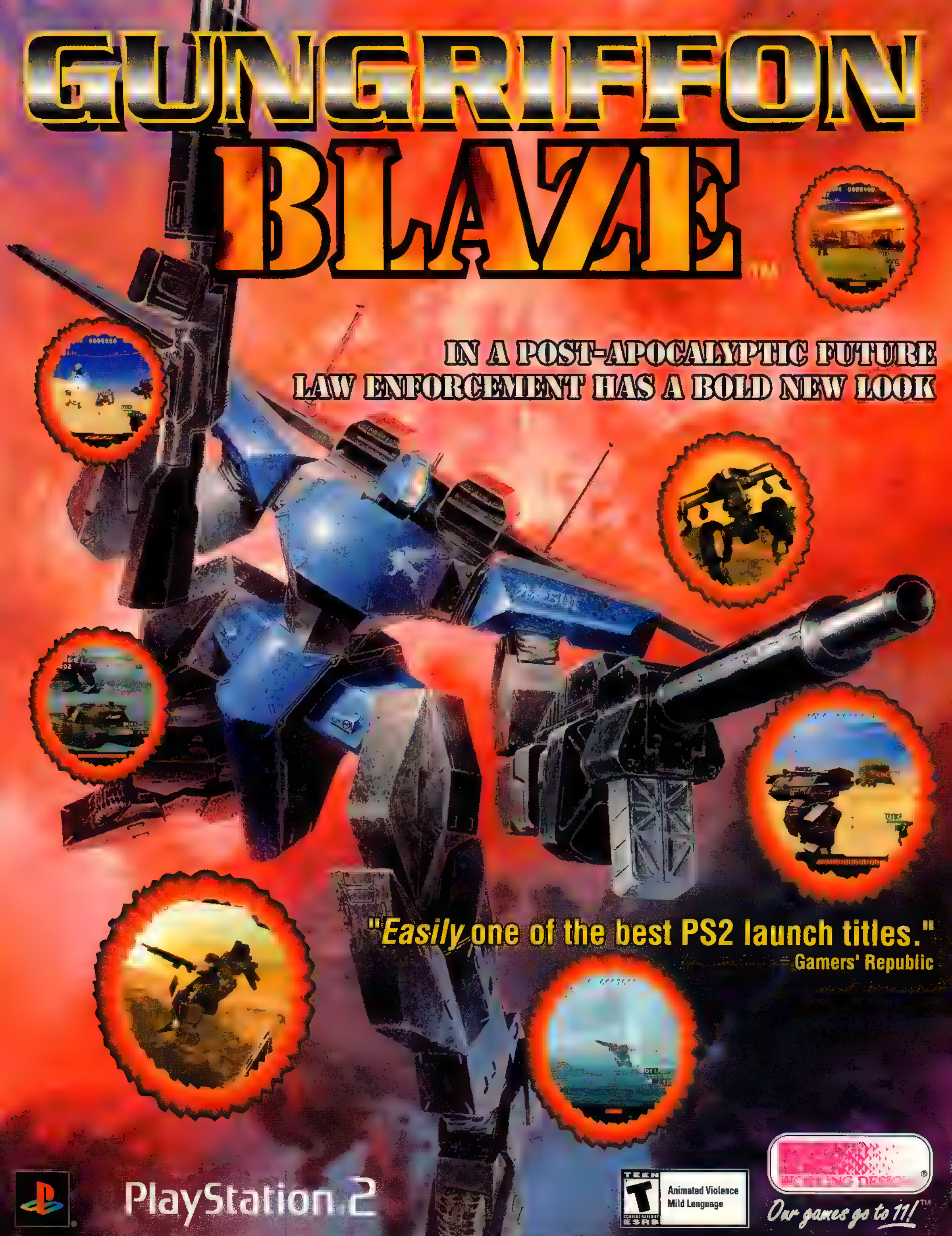
If you played THQ's N64 game Penny Racers, you're familiar with Choro Q (based on a line of pint-sized toy cars). **Takara** has released a bunch of these games on Saturn, PlayStation and N64. Now that trend continues with a slick-looking PS2 version coming to Japan in **December.** Race against the clock, a friend or computer-controlled racers over land, under water and across terrain like the decks of a ship.

RC Revenge Pro

In case the prospect of miniature racers zooming around your PlayStation wasn't enough to put you into a pulsating frenzy, **Acclaim** recently decided to port their unique racing game, RC Revenge, to the PlayStation 2, as RC Revenge Pro. Unfortunately, the game looks *exactly* like it would if you put the PS one version into Sony's next-generation machine and turned the texture-smoothing feature on. Not what you'd expect from hardware 100 times as powerful. Developed by former Psygnosis coders, RC Revenge Pro resembles a cross between Choro Q and Micro Machines, with a little Wave Race (very little) thrown in for good measure. There are differently themed land and water courses, each with numerous variations and extensions. RC Revenge Pro will ship sometime this **November**.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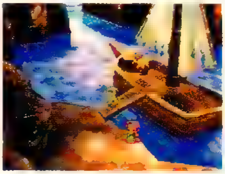
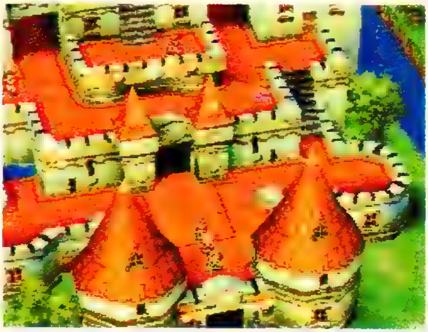
PREVIEW

Dragon Warrior VII

Publisher:	Enix
Developer:	Enix
Players:	1
Genre:	RPG
% Done:	50%
Release:	Now (Japan)
Also Try:	Dragon Warrior I&II (GBC)
Web Address:	www.enix.com
The Good:	Classic gameplay and the music. Oh, the music...
The Bad:	Simple-looking visuals, slow to get interesting.
And The Ugly:	The trees when you get too close to them. Yikes!



The spirit of adventure runs high in Dragon Warrior VII; here our heroes find a boat early in the game.

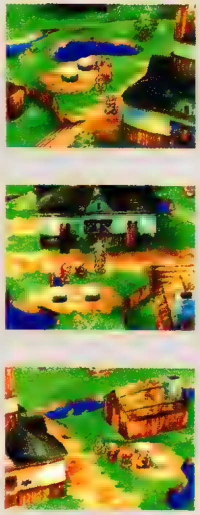


You can pull the view way back to get a better view of some of the areas in DW VII, like this amazing-looking castle.

CAMERA ANGLES

Spin Screen

By pressing the L and R buttons, players can rotate the camera around—perfect for finding hidden doors or treasure.



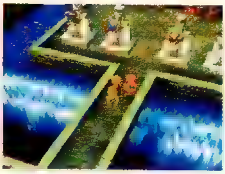
It's hard to describe the upcoming American release of Dragon Warrior VII: Warriors of Eden as anything less than an event for RPG fans. Following nearly five years of development (including two years of delays), this massive title was finally unveiled in Japan a few months ago (not surprisingly selling nearly 2 million copies in its first weekend), and now holds the distinct notoriety of being the first new Dragon Warrior headed to our shores since the 8-Bit days. While DW IV for the NES might be nothing more than a faint memory for many of our readers, it still proved itself to be a solid RPG—arguably the best for that system. An achievement Enix is trying to capture once again, but this time for the PlayStation.

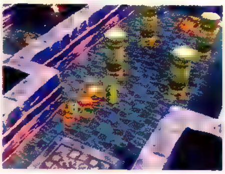
Yes, the graphics in Dragon Warrior VII are not exactly awe-inspiring, and even though the camera in most of the areas can be rotated 360 degrees, the visuals don't exactly push the PlayStation in terms of complexity. The characters are 2D sprites, the backgrounds are simple in design, and although it does have a very vibrant look thanks to the colorful textures, it's still more reminiscent of a 16-Bit game. It's wasn't like Enix spent all these years in development working on just the graphics though, they supposedly finished the game engine long before Dragon Warrior VII was meant to be released (back in 1998), and have spent the time since fine-tuning both it and the gameplay.

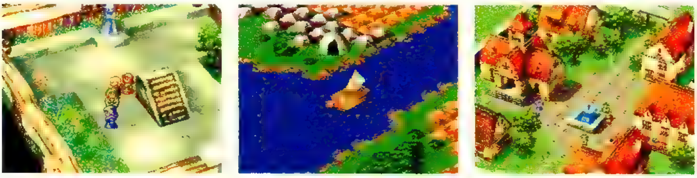
Of course, Dragon Warrior titles have never been about looks. The magic behind these games is their basic premise—the character you control is simply you. There is a predetermined story, and the lead character does have some sort of basic history, but rarely do you feel like you're just an actor in someone else's play. Simply put, Dragon Warrior titles focus on the often-overlooked aspect of modern RPGs, classic role-playing. And they do it in a setting that—aside from the latest Final Fantasy—has nearly been forgotten in this genre, one that reeks of traditional medieval heritage.

But the setting is not all that's traditional about DW VII: The gameplay has remained nearly untouched from the original 8-Bit releases. Aside from a few annoying commands (like "use stairs") that were removed a few games back, and the new introduction of a "quick" button that allows you to instantly talk to people or examine items, the latest

You'll find plenty of impressive (and often thought-provoking) puzzles in the Dragon Warrior VII's many dungeons, castles and other evil lairs.







The world in Dragon Warrior VII is vast, and you'll spend upward of 100 real gameplay hours trying to explore it all. Luckily there are plenty of items, like transporters and a ship (shown above), to help speed up your travels.

Dragon Warrior plays essentially like the first. You walk around, converse with townsfolk, buy equipment, and fight in random turned-based 2D battles against completely non-moving (except when they attack) enemies.

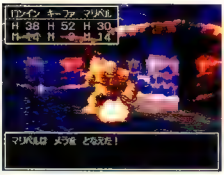
Dragon Warrior VII's emphasis on "classic gameplay" over modern visuals shouldn't really hurt its appeal though, at least not with RPG fans. The story line, while not exactly Hollywood-movie caliber, is still compelling enough to keep gamers interested, even without the help of CG movies appearing every few hours. In this latest chapter you play a young man who lives on a quiet, monster-free island named Esterd. As far as most of the inhabitants of Esterd are concerned, their small land is the only one that exists in the world, a perception you share until you find a piece of a map that hints of another continent. An adventure begins, in which you discover and explore new islands, meanwhile helping the citizens you meet by fighting the evil that is taking over their lands.

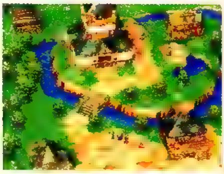
The way you find these new areas is similar to the "Landmake" system in Square's action/RPG, Legend of Mana—they don't exist until you "discover" them. But unlike Mana, where you uncovered new areas after completing tasks, in DW VII you must find pieces of tablets which, when assembled together, form the image of a map, magically whisking you back in time to a new land. After you defeat the evil there, this new area is "unsealed" and you can visit it again when you return to your present time. This whole time-travel scenario is a great concept; it's cool to return to the continents you saved and see how they've changed.

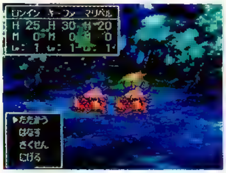
Even though it has strong gameplay one still has to wonder exactly how well Dragon Quest VII, with its "old-school" look and feel, will do over here. The Japanese are heavily enjoying the fact Enix went a bit overboard in keeping the game's classic heritage (even the traditional 8-Bit sound effects have been preserved), as surely will American fans of the first games, but what about gamers who were weaned on the latest Final Fantasy titles—those who think RPGs should be cinematic events?

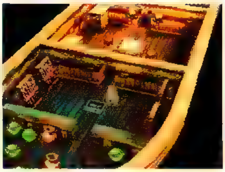
As of this writing Dragon Warrior VII, with only three weeks on Japanese store shelves, has already sold 3.4 million copies. That's nearly a million more units than Final Fantasy IX has moved since its release in Japan, despite coming out over a month earlier. For any game to outsell a Final Fantasy title is impressive, but DW VII's performance didn't really come as a shock to anybody—Japanese gamers just love this series. So much, in fact, there was actually a law passed in Japan years ago forbidding any Dragon Warrior game (titled Dragon Quest there) to come out on a weekday, because too many children were cutting school. And while Dragon Warrior VII surely won't get the same kind of response when it's released here next year (not even close), there's little doubt that this game will still be embraced by those who love RPGs as long as they don't mind gameplay over graphics.

The 2D battles look, feel and sound just like the ones in the older DW games. One slight upgrade though—foes have more animation when they attack.





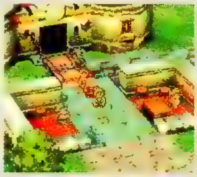




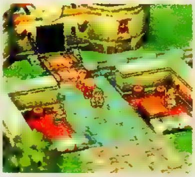
ENHANCED VISUALS

2 Improved

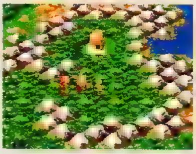
One of the rumors why it took Enix so long to complete Dragon Warrior VII was to improve its compatibility with the PlayStation 2. Playing DW VII on a PS2 in its enhanced mode is quite a different experience; the graphical differences are truly amazing.



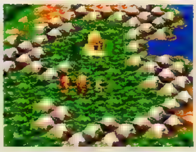
A town on a PS one...



...and on a PS2!



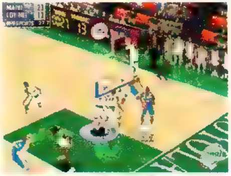
Even the overworld...



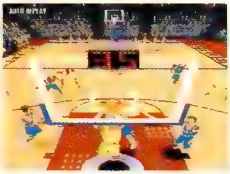
CREATE-A-GREG

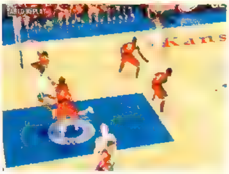
Yes it's true, Greg Sewart's likeness is available in UFC's Create-a-Wrestler Mode. Greg can't wait to impress the ladies with his new distinction.

NCAA Final Four 2001



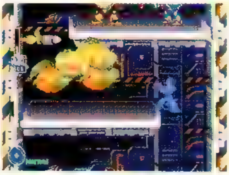
While it has yet to spawn a huge hit, the Final Four series is improving steadily. By all indications this **October** release should be the best yet. Things like the game pace, rim physics (the way a ball rocks around before it goes in or out) and player animation are much better this year. New character models and arena graphics are tighter as well. For the all-important dunk, **989 Sports** motion-captured Jason Kidd, Jerry Stackhouse and several others for a total of 50 new jam animations. Quinn Buckner is back along with the 6th Man Meter and more than 300 division 1 teams. This may be the year Final Four finally surpasses ShootOut.

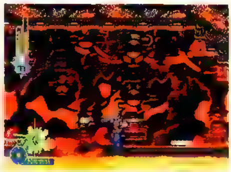


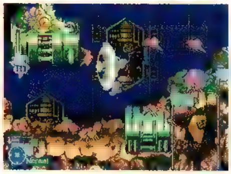


Mega Man X5

Wow, **Capcom**'s Mega Man X series is up to its fifth entry and it's still just as fun to play as the first four. In addition to Zero and X, classic Mega Man is now a playable character. Expect your standard MMX robotic animal bosses and the typical eight-stage setup. X5 is a little less story- and FMV-intensive than its PS predecessors, but its plot does impose a time limit on the player. MMX5 hits stores in **October**.





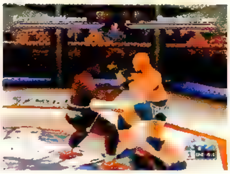


Ultimate Fighting Championship

Already a hit on the Dreamcast, **Crave** is bringing the octagon to the PlayStation this **October**. UFC for the PS will be the same no-holds-barred multi-styled brawling you've seen on both your television and that "other" console. Kick-boxing meets greco-Roman as fists fly and submission moves are applied. The create-a-player even has some lucky Canadian in the mix. Let's get it on!

1=P
EXHIBITION
CPU
CERCLE SEWART
PICKLE POWER
Select CPU Fighter ▶▶▶

CERCLE SEWART
PICKLE POWER



ALOHA LEAHY
CERCLE SEWART

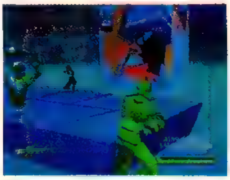
Must...
control
...fist...
of...
death.

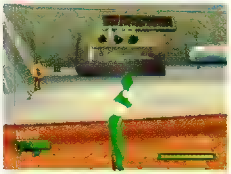
HOBO'S ON HBO

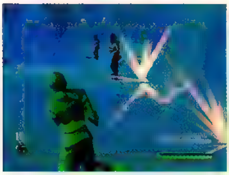
If two guys trying to knock each other out doesn't quite satisfy your sensitive nature, then perhaps http://www.hbo.com/boxing/ could do something to educate your sophisticated bad self. Extensive and erudite on the ins and outs of all of its stars, check out the latest goings-on in the careers of pugilists like De La Hoya and Lennox Lewis. If this doesn't cure your curiosity about boxing, nothing will.

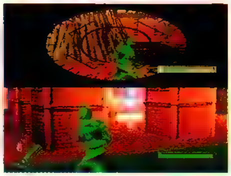
Army Men: Sarge's Heroes 2

It's a game with Army Men in it! It's a game with Sarge in it! It's an Army Men game with Sarge in it! AM:SHS2 is the next installment in 3DO's venerable series, but this time around there are new fish to fry in the form of the Blue Army, featuring Brigitte Bleu, femme fatale. Get ready to snipe the opposition when **3DO** ships AM:SH2 this **October**. Boom!



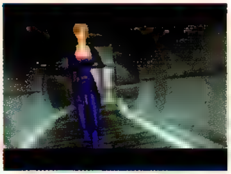


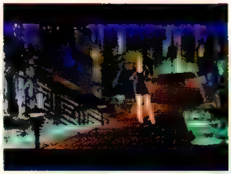


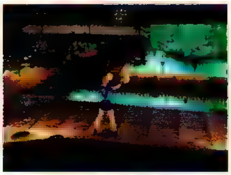


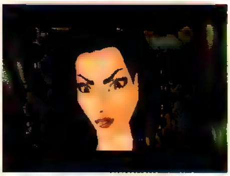
Fear Effect: Retro Helix

Kronos Entertainment and **Eidos** are getting ready to kick-start Fear Effect: Retro Helix in **Q1 2001**. Hana, Deke and Glas return, and are joined by Rain Qin, who, at one point, models the newest insect-crotch attachments. The prequel, which explores the events that brought the characters together, centers around old Chinese mythology. Hopefully they can re-create the spooky feel of the first game.



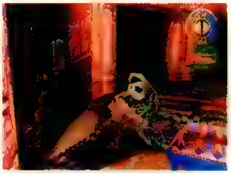


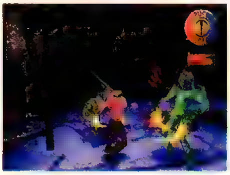




Warriors of Might and Magic

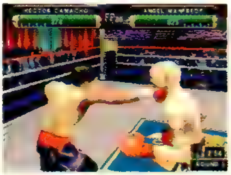
The PS one version of **3DO**'s Warriors of Might and Magic is very similar to the PS2 version, it just doesn't look as nice. Warriors still offers a fantasy-themed action/adventure, complete with plenty of sword-based combat, platform jumping and hidden areas to discover. Those of you who have doubts, be still. Warriors of M&M isn't like other M&M games, it's totally original.

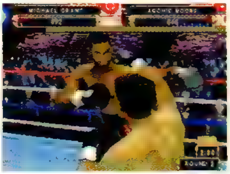


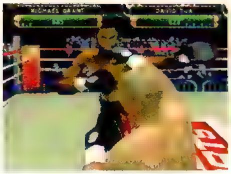


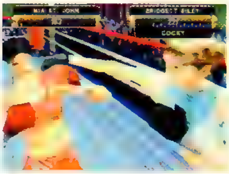
HBO Boxing

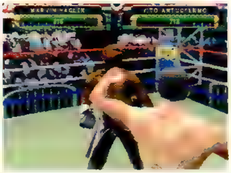
Scheduled to ship in **October**, **Acclaim** is bringing HBO's formidable roster of real-life boxers to the little screen in HBO Boxing, their sucker-punch to EA's Knockout Kings. Featuring legendary boxers like Sugar Ray Robinson, Larry Holmes and Ray Mancini, HBO Boxing also features an extensive create-a-player mode that'll let you personalize a boxer to your tastes. The game even features female boxers.

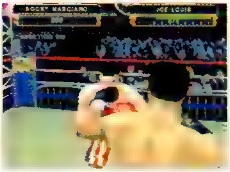




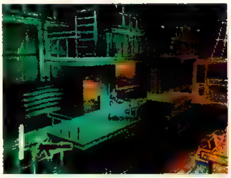
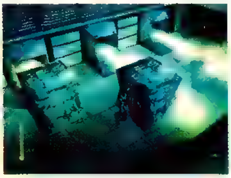




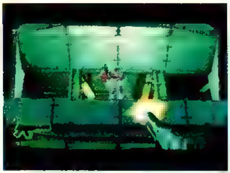




C-12

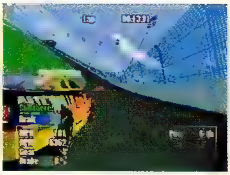
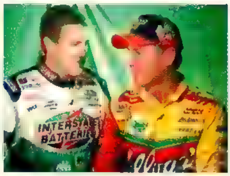



Sony's Cambridge Studio, known for the popular MediEvil series, is back with a new game that is set to push the limits of the PS one. Titled C-12, it looks similar to Metal Gear Solid, but places emphasis on fast-paced action. Earth has been almost entirely devastated by alien forces, so you take control of Lieutenant Vaughan, a resistance fighter, and battle the aliens. Prepare for major shooting action next **spring**.



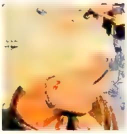
NASCAR Heat

You've gotta hand it to **Hasbro**. Rather than compete head-to-head with EA Sports, they've let a bunch of real drivers play their NASCAR game, and created specific challenges (like time attack) around that. As if that weren't enough, the same group got together and created a collection of challenges based on their past experiences on the track. Expect anything but a traditional NASCAR game this **fall**.

Championship Motocross 2001 Featuring Ricky Carmichael

THQ's second run at motocross greatness is already showing more spunk than the original. The tracks are wider, more dynamic and—for the most part—devoid of momentum-killing hairpin turns. Control, while not realistic, complements the arcade themes by encouraging sustained power-slides and extensive mid-air mobility. Strangely enough, the riders never take their feet off the pegs (it looks a little weird). Other than that, both the bikes and riders animate well. National Champion Ricky Carmichael is joined by 28 pros from 125cc, 250cc and the freestyle ranks. This year they ride their real bikes. Well, not all of them; the featured machines are Suzuki, Kawasaki and KTM. That's not bad considering how many games are fighting for bike licenses. Even at this early stage of development, this **November** release title is looking and playing better than most in its genre.

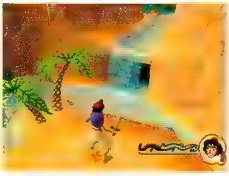


GENIE

Aladdin may have had a cool genie on his side, but did he have cool jeans on his hide? Not bloody likely! If he were hanging with the cool kids, he might have been wearing Diesel Jeans. Check out the link and see if you can figure out which *EGM* editor lived a very un-video game past-life.
http://www.diesel.com/diesel_guides/print_guides/go27.html

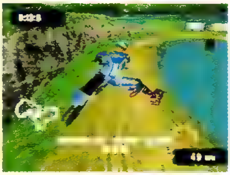
Aladdin in Nasira's Revenge

There haven't been this many Disney titles on the video game landscape since the days of Mickey's Castle of Illusion. Now Aladdin stages a comeback, facing down Nasira, the ticked-off sister of Jafar. The game plays like a traditional 3D adventure, with gamers utilizing easy-to-control jump-and-slash mechanics to get Aladdin through the game. Helping him out in this 3D adventure are playable characters Jasmine, Iago, Apu and, of course, that wise-crackin' Genie. Developed by the able hands at **Eurocom** (Duke Nukem: Zero Hour, Crash Bash) and published by **Sony Computer Entertainment**. Aladdin **should be available by the time you read this.**



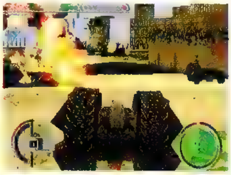
McGrath vs. Pastrana: Freestyle Motocross

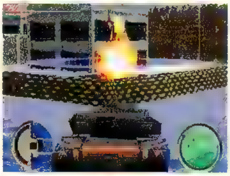
This **November** release features Jeremy McGrath and Travis Pastrana in several freestyle events. It seems redundant since McGrath is already featured in **Acclaim**'s other moto-x games, but with freestyle getting more popular, it's not a bad idea. Developer Z-Axis (they also did Dave Mirra Freestyle BMX) is implementing its trademark "Skeletal Dynamics Crash System" along with a similar look and feel to DMF BMX. The emphasis is on tricks (30+ trademark maneuvers), but also includes a fair amount of traditional racing. Two-player, customizable bikes and nine tracks round out the highlights.

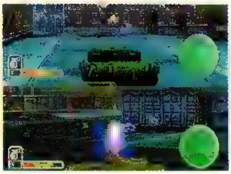


WDL: Thunder Tanks

Don't have a PS2 yet to play Thunder Tanks on? Fear not, it's coming to the original PlayStation this **fall**. Nine tanks clash across five different countries in various battle modes including deathmatch and capture the flag. Unfortunately, at this point the game appears to be a graphical mess and entails little more than blowing everything up, but those who like the Battletanx games should enjoy **3DO**'s newest chapter in the series.

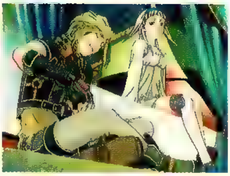


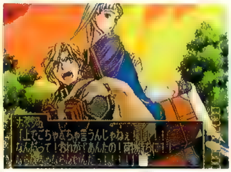




Suikogaiden

Gaiden is a Japanese word meaning "side story," and it's the perfect description for **Konami**'s Suikoden spin-off that's **now available in Japan**. Touted as a "digital novel game," Suikogaiden Vol. 1: Swordsman of Harmonia follows the adventures of Nash, a soldier whose mission is to track down the lead character from Suikoden II. Mostly you just look at the still pictures and read along with the text like a comic book, but every now and then the game will have you choose.



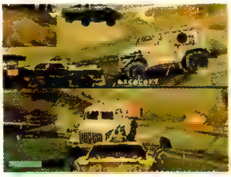


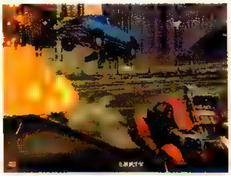
WHAT THE HECK?

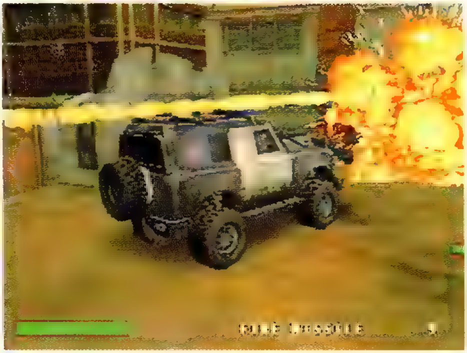
Yeah, we know this isn't really the PS2 section of the magazine, but when we got the first shots of Twisted Metal Black on the last day of deadline, we just had to find a spot to squeeze 'em in. Enjoy!

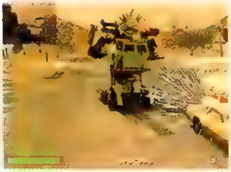
Twisted Metal Black

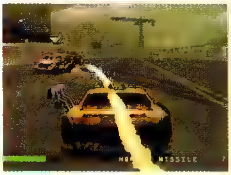
If you were a fan of the original Twisted Metal game on the PlayStation, whether you like the rest of the series or not, definitely keep an eye out for TM Black. The pivotal members of the first Twisted Metal design team are adding their special touch to **Incognito Studios'** PS2 offering, and it looks fantastic. Taking a much darker, sinister approach than the previous games (hence the name), TM Black will rely heavily on environmental factors in each arena for greater depth of gameplay. Whether it's shooting down a passing jet, sending it careening into your opponent, or toppling a water tower on him, TM Black takes the series to a higher plane, both graphically and interactively. The demo at Sony Gamers' Day showed off a wicked transforming version of Sweet Tooth's truck in a cutscene that was simply incredible to watch. No definite word on when the game will be available, but judging from the early state it's still in, we wouldn't expect to see anything until **early 2001**. But if it means a return to the series' roots, we're happy to wait.





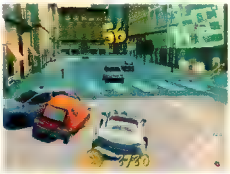


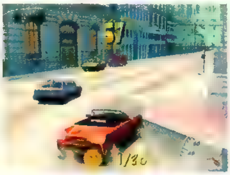


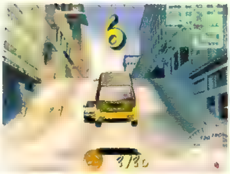


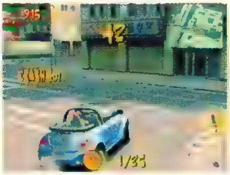
Top Gear Dare Devil

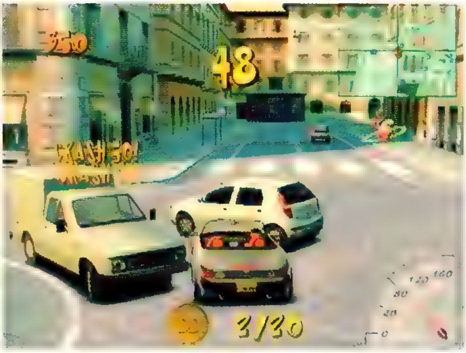
Although the Top Gear series is largely associated with Nintendo systems (having been on the SNES, N64 and GBC), **Kemco** will be bringing it to the PS2 this **winter**. Featuring a bunch of recognizable cars and four cities to drive through, Dare Devil is a mission-based affair much like the Runabout games. Unfortunately, at this point Dare Devil controls very poorly, hopefully Kemco will tweak it by launch.

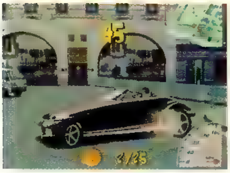


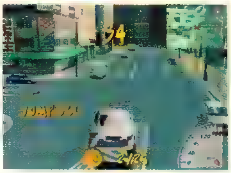






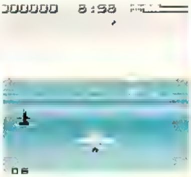


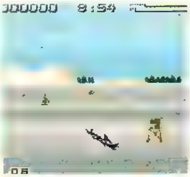


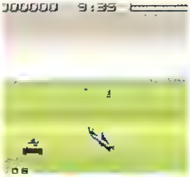


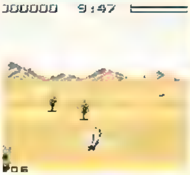
Airforce Delta

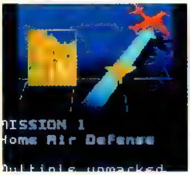
Konami's Game Boy Color version of Airforce Delta attempts to re-create the slick air combat of its Dreamcast big brother. Unfortunately, any similarities between the two end with the name. The game operates in a third-person, behind-the-jet perspective with a vertical-scrolling orientation similar to the Nintendo 8-Bit classic Top Gun. Combat consists of simple lock-on-and-shoot gameplay using missiles and machine guns. Beyond completing missions, the ability to upgrade jets by selling and buying new rides, are the cornerstones of the game. Our initial reaction is only lukewarm as the framerate and overall control need work. It feels like a token game from Konami, maybe in the hopes of getting a GBA license. Maybe it'll be tightened up by the **January** release date.

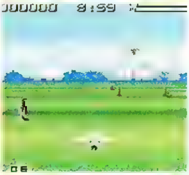






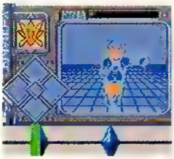


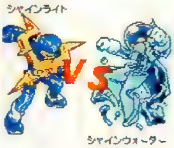


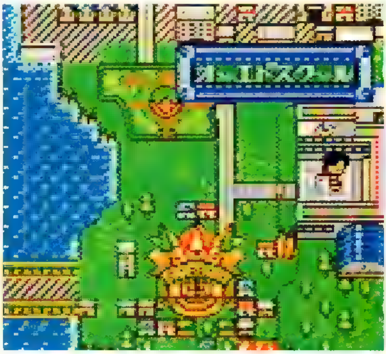


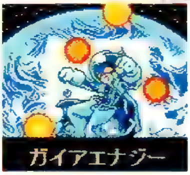
Command Master

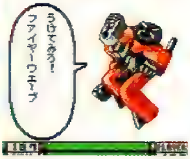
This fighting robot game from **Enix** comes to the GBC in **Japan in November**. It uses the Tilt Pak technology first introduced by Kirby Tilt 'n' Tumble for battling. You send commands to your robot by tilting the system in one of four directions. You can collect and trade 'bots, too, in ways similar to Pokémon.




シャインライト
VS
シャインウォーター

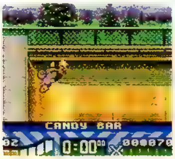


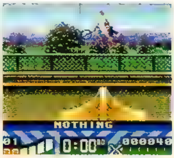


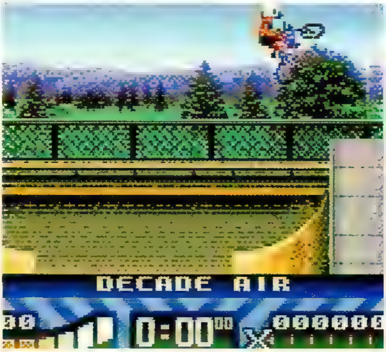


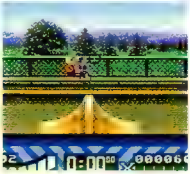
BXS Stunt Biking

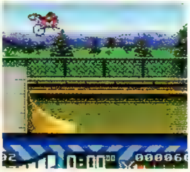
You've seen these toys in places like EB for a few months now, and **Activision** will be releasing a licensed GBC game based on them this **winter**. This is basically a 2D Mat Hoffman game, and thus far it's looking much better than that lame Tony Hawk game from earlier this year.





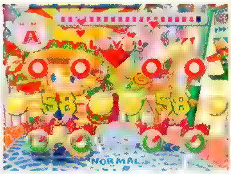


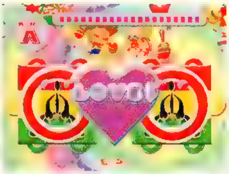


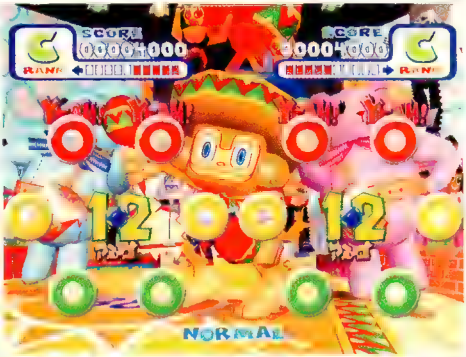


Samba de Amigo ver. 2000

The arcade update to **Sega**'s cool music game includes some of the features found in the DC game (like Love Love, where you shake maracas in tandem with a partner), at least 10 new songs (no word on the Ricky Martin tunes yet) and Hustle mode, where you just have to move the maracas, not shake them. There hasn't been any announcement of a Dreamcast version at this point.

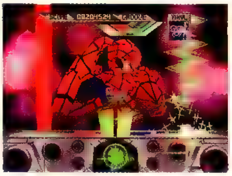


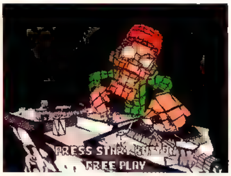


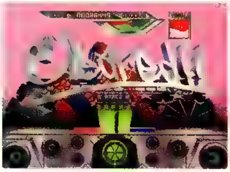


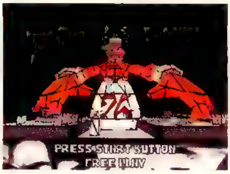
Crackin' DJ

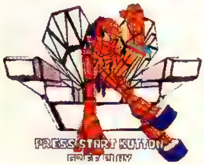
Two turntables and a fader. Hell yeah! Time to mix beats and scratches by hopping on board **Sega/Hitmaker**'s brand-new arcade game Crackin' DJ. Powered by the Naomi board, Crackin' DJ has you following on-screen icons, which indicate when to cut, scratch and fade from 'table to 'table. It's harder than it sounds, but budding mixologists will want to give this one a spin. Expect to see it on Dreamcast soon.

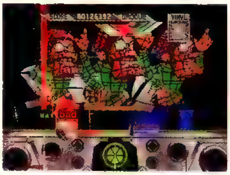






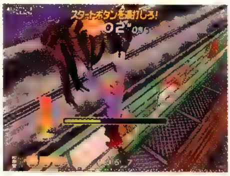


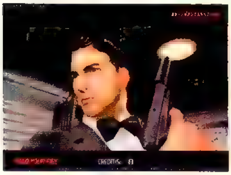


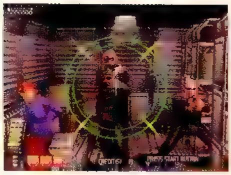


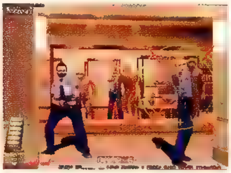
Confidential Mission

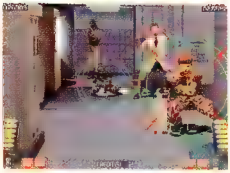
If Virtua Cop was the first thing that came to your mind upon seeing these screenshots, well, you wouldn't be that far off. Although this **Sega** arcade title isn't being developed by AM2 (the original VC team), and the setting is certainly different, Confidential Mission shares many of the same traits that made the original shooter so famous. **Hitmaker** kept the simple-yet-effective targeting system and enhanced the experience by adding in extra play modes such as hitting the start button rapidly to pull a hostage aboard a moving train. The best news is Confidential Mission is a Naomi game, meaning a home version can't be that far behind.











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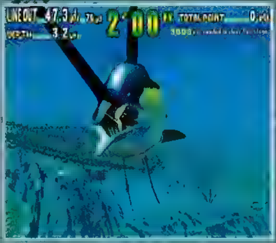
SEGA MARINE FISHING™


LINE OUT 47.3
DEPTH 3.2
2'00"
TOTAL POINT 0 pts

Rip some lip.

LINE OUT 0.0m
DEPTH 0.0m
0'46"
TOTAL POINT 0 pts
Great!

[illegible]

You're the fishin' technician.

Poor Captain Jack. Thanks to Sega Marine Fishing, folks aren't lining up to pay top dollar to not catch fish on his tourist troller. Nope, seems all the smart fishermen are out on the Sega Sea matching wits with Sailfish, Tarpon, Blue Marlin, Tuna and Mako Shark. Any wonder things are a little slow down at the docks?

Dreamcast™

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EVERYONE
E
CONTENT RATED BY ESRB

SEGA.COM/QUAKE3ARENA
Q3A-DC DATA
MAGNIFICATION
2239X
MAGNIFICATION
800X
DIAMETER: 3.14
ATOMIC NO.: 35
DESCRIPTION: OPTIMAL HOST
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MATURE M CONTENT RATED BY ESRB

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Animated Violence

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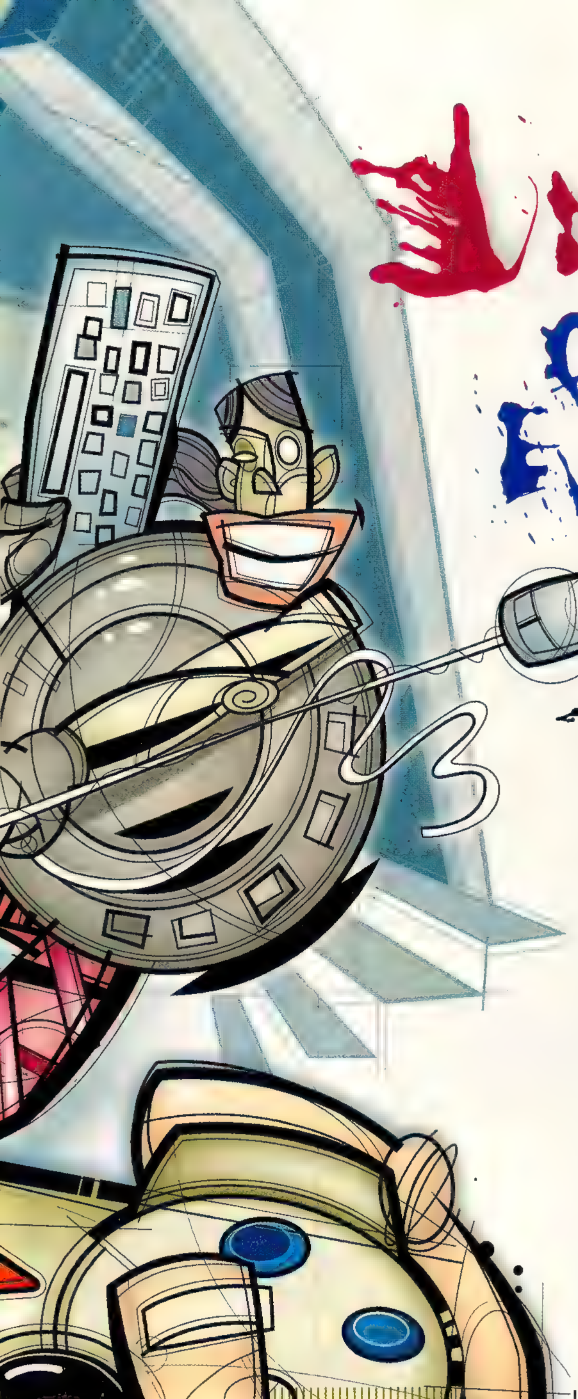
UNREAL for Everybody

By Crispin Boyer



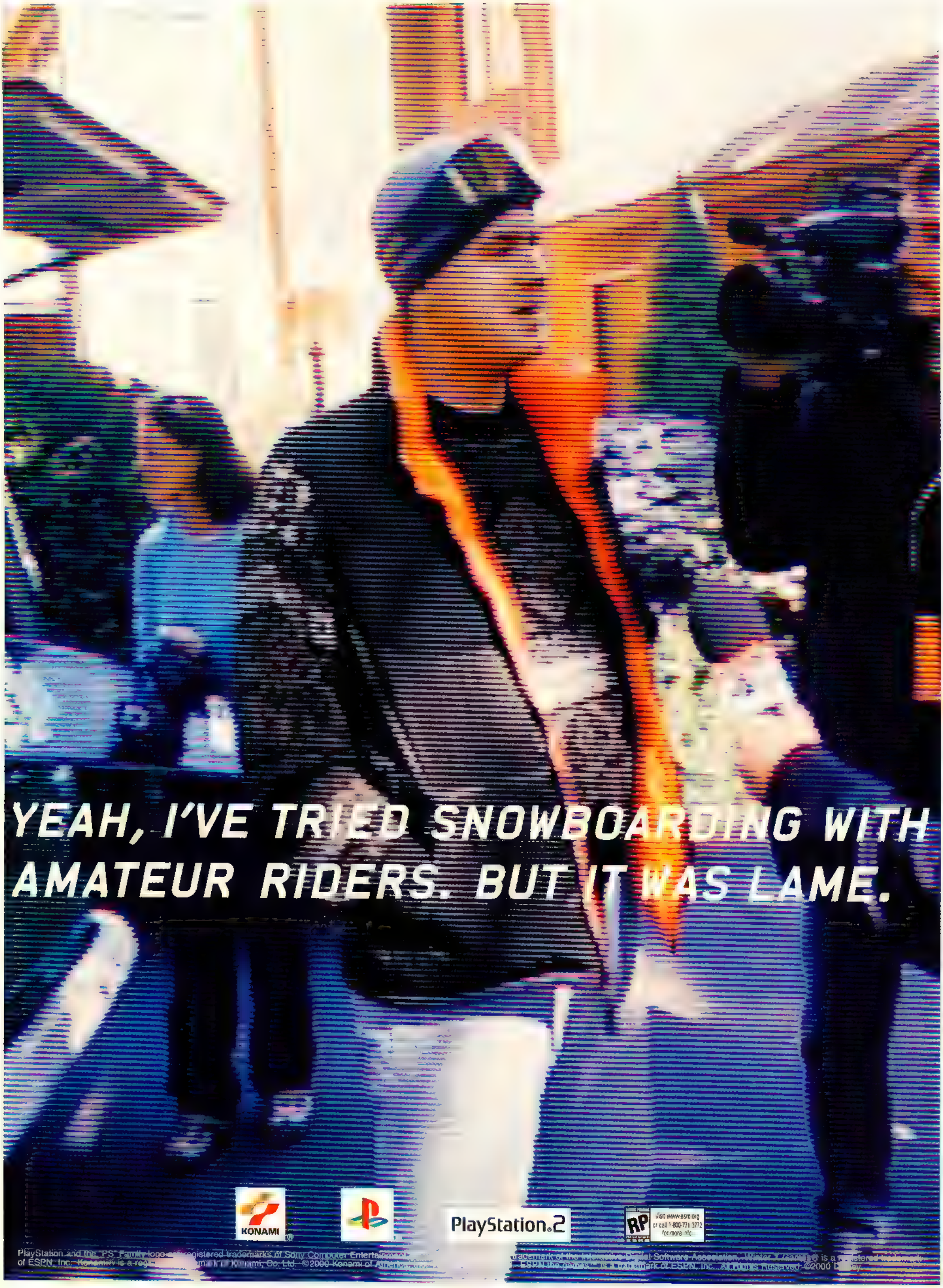
PCs? Who needs 'em! Not when 1999's game of the year hits the PlayStation 2 and SegaNet

They may be the guys behind one of last year's hottest PC titles, but Epic Games loves the consoles. Need proof? Exhibit A: They bust out their office Dreamcast for frequent bouts of Soul Calibur. Exhibit B: Lead designer Cliff Bleszinski, when he was a kid, won second place at the Nintendo state championships in Worcester, Mass. ("It was like that movie *The Wizard*," he says. "We had to play Super Mario, Rad Racer and Tetris. I got a free copy of Super Mario 3 and other free Nintendo goodies.")

And exhibit C: Epic's game Unreal Tournament—co-developed by Digital Extremes and winner of the 1999 Game of the Year Award from our sister mag *Computer Gaming World*—plays kinda like a console title. Its AI has attitude; enemies crack wise as they try to blast your skull. It packs a better one-player experience than rival first-person shooter Quake III Arena. You can pull off dodge moves. You can switch on game-altering "mutators," such as big-head mode and low-gravity. Fighting-game-style voiceover quips ring out when you rack up the kills. "Other than the interface, it's essentially Mortal Kombat with teams and guns," Bleszinski says.

And now that UT is hitting the two systems that matter—the PS2 at launch and the Dreamcast in late November—the game is truly being "consolized." North Carolina-based Epic (save the redneck jokes—they've heard them all) is handling the PS2 port in house and adding a new, more distinct roster of selectable characters. You'll get 21 in all, although you'll have to unlock half of them via cheat codes and by beating levels. Epic hopes these characters will lend UT some fighting-game-style personality. "That's hard to do in a first-person game," Bleszinski says, "where you're not looking at Lara Croft's butt the whole time. But we have really cool portraits for the characters when you pick them, and you hear their names announced like in a fighting game, and when you kill a character, you see their face appear in your heads-up display, talking smack."

Illustration by Pixel Pushers Design


YEAH, I'VE TRIED SNOWBOARDING WITH AMATEUR RIDERS. BUT IT WAS LAME.
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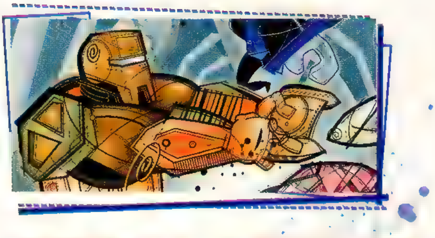
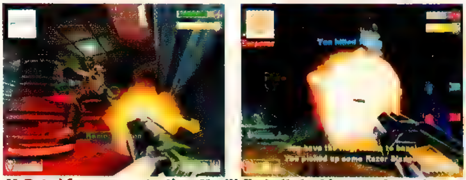
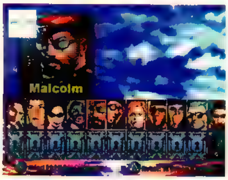



You killed
You picked up some Razor Blade

M-Rated for your protection: You'll find all the big guns from the PC game here, as well as their secondary functions. No "relic" weaponry from the new PC Game-of-the-Year Edition is included, though.

Developer Secret Level Games, which is handling the Dreamcast port of UT, is adding these characters, as well. And, of course, both versions are being tweaked for joypad control (and mouse and keyboard—see sidebar).

But we're getting ahead of ourselves. After all, *EGM* is a console mag, and chances are some of you don't know what this game's buzz is all about. Like Quake III Arena, UT offers no single-player story mode like the kind you find in Perfect Dark. Instead, it delivers instant adrenaline-rushing gratification with its single-player ladder tournament and multiplayer network play, all part of a hardly noticeable backstory of ultraviolent competition on a futuristic gameshow. But it's UT's selection of modes that makes the game stand above the competition. Sure, you get Deathmatch and Capture the Flag—the standard play styles for these types of titles. But you also get Domination, a nifty team game that has you and your squadmates tracking down special X-shaped control points, tagging them to turn 'em your team's color, then defending them from enemies. Whichever team controls these points for the longest wins. And you get Assault, which injects mission objectives into the team-deathmatch mix (this mode's missing from the DC version, but more on that later). One Assault mission has you and your squad of bots storming a beach, invading an enemy stronghold, and disabling its cannon. Another has you blasting your way into the enemy's boat, where you have to find and disable a hydraulic lock and then take over the bridge. You must beat these Assault missions within a time limit. Once you complete all the objectives, everything flip-flops, and suddenly you play the role of the defenders. Now you have to prevent the other side from meeting the objectives.



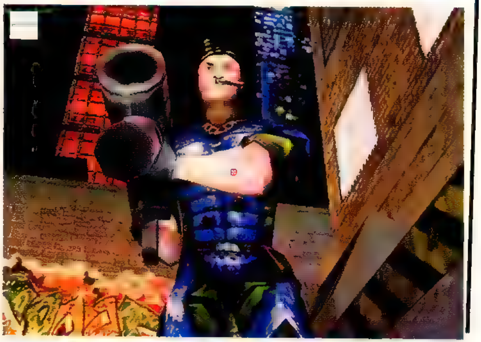
You killed Lauroll

UT's main single-player game lays these modes out in a ladder. Beat so many Deathmatch maps and you open Capture-the-Flag maps. Beat enough of them and you open Domination Maps, and so on. Finally, you unlock the Challenge mode, which throws you against the toughest bots in the game on some of the most wickedly designed maps. At any time, you can go back and practice on the maps you've opened.

The PS2 version of UT packs all the play modes of the PC original, if not all of the maps. "Some haven't crossed over because of memory issues," Bleszinski explains. "We've managed to keep a lot of the signature maps, such as Galleon and Facing Worlds, and it looks like all the assault maps will be intact." To make up for the missing stages, Epic is adding 15 new arenas for the mutliplayer modes, giving the game a total of 51 maps. UT on the PS2 supports up to four-player split screen (as well as a FireWire network option—see sidebar), and these 15 maps are divided between the multiplayer Deathmatch and Capture-the-Flag modes. Here's the bad news: The PS2 version doesn't offer multiplayer Domination and Assault maps; these are available only for solo play. Now, the good news: The 15 new maps have been designed with split screen in mind. "We've made them slightly less detailed so you can play four-player split screen so it's fast and a lot of fun," Bleszinski says.

For the DC version, San Francisco-based developer Secret Level is adding those same 15 new multiplayer maps. Unfortunately, the game only supports two-player split screen, not four (but then, you can play these maps over SegaNet with up to eight people). The Assault mode has been cut entirely from the DC version, as well. On the bright side, you will be able to play Domination in multiplayer (which you cannot on the PS2), along with Deathmatch and Capture the Flag. Secret Level is taking maps from all over the place—such as UT expansion packs and even off the Web—so that the DC version will offer levels you can't find in the PS2 game. Infogrames plans to test and choose the maps that work best and give DC UT a total map count of around 45 or so. Of course, you'll find most of the maps from the PC game here. Secret Level hired a team of UT map designers to rebuild many levels of the PC original to make them fit within the DC's memory constraints. "I don't think anyone will notice the difference," says Pete Clark, Secret Level's vice president of production. "If it's

Impact Hammer



As in the PC original, you can issue orders to your bot buds. PS2 UT allows up to three bots in multiplayer; you can add up to seven on DC.

UT Network Play

The Full Scoop

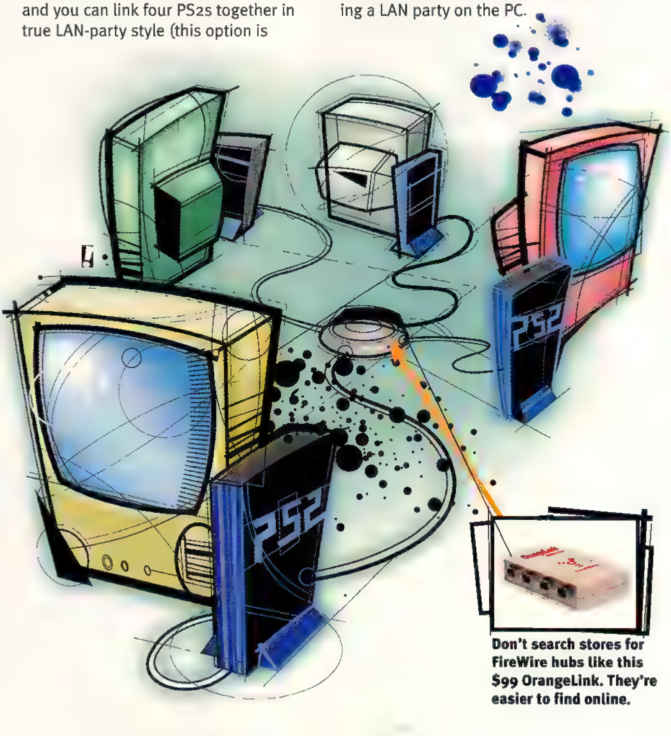
Sure, you can play against your pals on one TV with both versions of Unreal Tournament, but let's face it: split-screen is for sissies—especially since both the DC and PS2 games support network play. The DC version has a definite edge in this department. Developer Secret Level is including full support for online play over SegaNet. The plan is to allow up to eight gamers to battle simultaneously—that's twice the number rival FPS Quake III Arena supports (although you won't be able to play against PC users like you can with DC Quake III). "Four players will give you optimal performance, but you will be able to play with up to eight," says Matt Powers, UT's producer at Infogrames. "We are looking into ways to get the ping down on an eight-player game. We will definitely have a limited selection of maps available for eight players, for speed reasons."

When we talked to Secret Level for this feature in late September—more than a month before the DC port was scheduled to be finished—we were told UT runs OK but not great over SegaNet. Average ping was around 200. "You have to lead enemies all the time to hit them," Pete Clark at Secret Level told us. "Sega swears it's gonna get better. I want it to be around 30 ping, but that's not going to happen." Infogrames tells us UT should support Sega's upcoming ethernet adapter (although they haven't been able to test the game with the device). This broadband connection will improve online performance dramatically.

You'll be able to play all the tournament-ladder game modes—namely, Deathmatch, Capture the Flag and Domination—with other players online. Secret Level has two guys working on the network interface right now, cramming it with features found in popular PC server-finders like GameSpy. You'll be able to sort games by ping time, your favorite servers, how crowded the maps are, etc. "We're going to make it as easy as possible to find opponents online," Clark says. "You'll be able to save your favorite servers on your VMU, so you can start the game, go to Favorites and pick the server you want very quickly."

Network play on the PS2 is a different story. Since Sony's online strategy won't crystalize until next year, Epic is giving you the option to build your own network at home. All you need are a few basic ingredients. Nab an IEEE1394 cable (also known as iLink or FireWire) from stores like Best Buy or CompUSA, and you can link two PS2s for one-on-one fun. This setup works exactly like the Link Cable on the original PlayStation: Both gamers will need their own copy of the game and a TV. Now if you really wanna get crazy, invest in a FireWire hub and you can link four PS2s together in true LAN-party style (this option is secret, however, and you'll need to enter a cheat code to unlock it). Network mode supports the same maps and modes available in the split-screen game. In other words, you can play Deathmatch and Capture-the-Flag, but that's it. Assault and Domination modes are for solo play only.

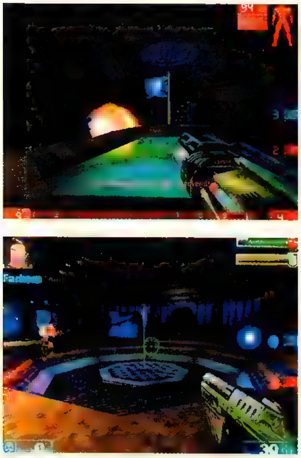
The PS2 network option—especially the secret four-player mode—can get pretty pricey. FireWire cables cost $40 a pop, and an OrangeLink FireWire hub will run you about $100. Since every person joining the LAN needs his or her own FireWire cable, PS2, copy of the game and a TV, it's easy to see that the whole four-player shabang could tap out your bank account pretty quickly. But hey—it's still cheaper and easier than lugging all the gear you'd need if you were throwing a LAN party on the PC.



Don't search stores for FireWire hubs like this $99 OrangeLink. They're easier to find online.

the same map as the PC version, it will look and play the same on the DC. It's not like the DC maps are a physically smaller version."

Why all the tweaking? Blame one culprit: Lack of memory. "UT really wants 64 Megs of RAM at minimum, because that's what it gets on the PC," Clark explains, "so getting it to fit into 16 Megs of RAM on the Dreamcast has been tricky. We had to rewrite a lot of code and redo a lot of rendering stuff just to make it all fit." Consequently, the DC's character models won't look as good as the PS2 version. "We had to compress the animation formats—take frames of animation out," says Clark, "as well as reduce the polygon counts of the characters. But I can't believe anybody would actually sit there and notice. If you got right in a character's face, you can see some of the detail is gone, but by then he would have blasted you anyway." Secret Level is also rewriting UT's environment renderer using the DC's math features. The ultimate goal here is to make the gameplay as smooth as possible, and Clark says it should run around 30 frames per second when it ships in November. "We're never gonna lock it at 30, but it's pretty consistent. Programming-wise, that's what we're working on the hardest. We have two guys doing nothing but framerate improvements."



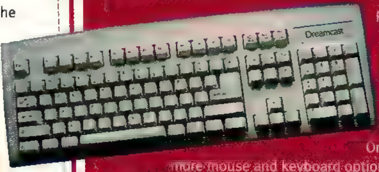
PC levels with narrow walkways (above) were redesigned (below) so they'd be easier to navigate via joypad control.

The PS2 version will hover at around 30 frames per second, too (although it will dip lower in four-player split-screen mode). But unlike the DC version, PS2 UT looks better than the PC game. The characters have been remodeled and re-animated. Their models benefit from a 20-percent increase in polygons. And thanks to Epic's new skeletal-animation system, you'll see more variety in your opponents. Some are fat, some skinny, some wear massive shoulder pads, some have a manga look.

In fact—and despite the few porting pains—both

Control Issues

We'll get the really important news—at least for you fragfreaks weaned on PC first-person shooters—outta the way first: Yes, both the DC and PS2 versions of Unreal Tournament support completely customizable mouse and keyboard control combinations. On DC, it's easy. Just plug in the DC mouse that launched in early October and—blam!—you're good to go with mouselook, which'll give you a dead-on advantage over online opponents who're stuck with just the joypad. And if you're really hardcore, slap in your DC keyboard to complete the as-played-on-PC experience. (Secret Level is even hoping to leave in the PC version's command console, which—when accessed via your keyboard's tilde key—lets you enter cheats and other codes directly.)



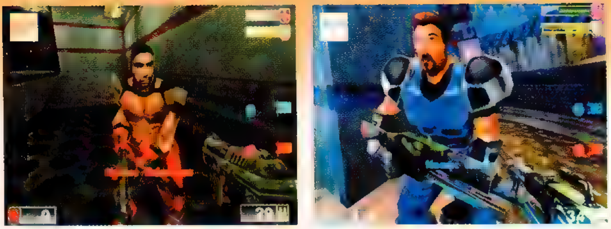
On PS2, you have about a bazillion more mouse and keyboard options. Epic has included full support for those two little USB ports tucked into the front of your PS2, so you can stick in any USB keyboard and three-button mouse that tickles your fancy (and note that you don't really even need a keyboard, since the joypad has all the buttons you need for walking, strafing, etc.). We recommend you go with a Microsoft or Logitech USB mouse. They're not too pricey (we dropped $30 for our optical Microsoft mouse), and—trust us—they open up a whole new world of deathmatch accuracy. The only downside is the inevitable squabbles over who gets to wield the mouse in split-screen multiplayer battles (unless you buy a USB hub and connect more mice—the game supports up to four USB devices).

Of course, Epic doesn't expect all PS2 and DC owners to clear off their coffee tables for the bulky mouse/keyboard combo. After all, the good ol' joypad is still the main way most console gamers like to play their games. "We looked at a lot of the groundwork that GoldenEye, Perfect Dark and even Turok had laid for joypad control in first-person shooters," says lead designer Cliff Bleszinski. "I'm not going to lie—we borrowed heavily from their previous work, but we added some of our own touches." Namely, Epic has included a target-lock function. Press the right analog-stick button on your Dual Shock and your view will zip toward the nearest enemy. At the easiest difficulty, this feature is extremely accurate—nearly to the point where "you can run through the game with one hand and just blow crap up and have a good time," Bleszinski says. At higher difficulties, target lock will just turn you in the general direction of the nearest opponent. "I find myself running down halls and not actually manually turning to check if enemies are in the adjacent halls," Bleszinski says. "I'll just press target lock to see if someone's there and it'll just turn me toward them. I miss this feature on the PC now."

USB mice are cheap (about $30) and easy to find.

Both the PS2 and DC versions will also feature a tad of auto-aim assistance—just like in Perfect Dark, when Joanna automatically places her sites on nearby baddies—for players using the joypad (this feature is disabled when you use a mouse). Unfortunately, the handy quick-turn auto-lock function doesn't look like it'll make its way into the DC version. "We just don't have as many buttons," Secret Level's Pete Clark tells us. "It's too bad you can't push in the Dreamcast pad's analog stick."

console versions of UT look and play great, especially considering that these ports have been in production for much less than a year. If you know anything about Epic, though, you're not surprised. Their whole gameplan is to design kick-ass technologies, such as the Unreal engine, then license them out as middleware for all the systems. Epic has already licensed its engine to several companies working on unannounced PS2 games. UT certainly won't be the last console game box on which you'll find Epic's logo. "We want everyone to know that Epic is a cross-platform company," Bleszinski tells us. "We don't just make PC games. We make games. Period."



To conserve memory and improve the framerate, Secret Level games cut down the character models a bit in the DC version. The PS2's models, however, got a boost in poly count.

Deathmatch Matchup

Unreal Tournament is white-hot stuff, sure, but it ain't the only FPS on the battlefield. Herewith, a roundup of high-profile shooters now hitting systems near you.

Unreal Tournament • PlayStation 2

Network play?	Yes (via FireWire)
How many players?	4
Total number of maps:	51
Framerate:	30 FPS
Mouse/keyboard?	Yes
Multiplayer modes:	2

Unreal Tournament • Dreamcast

Network play?	Yes (via SegaNet)
How many players?	8
Total number of maps:	45 plus
Framerate:	30 FPS
Mouse/keyboard?	Yes
Multiplayer modes:	3

Quake III Arena • Dreamcast

Network play?	Yes (via SegaNet)
How many players?	4
Total number of maps:	39
Framerate:	Between 30 and 60 FPS
Mouse/keyboard?	Yes
Multiplayer modes:	4 plus Instagib and OSP mods

TimeSplitters • PlayStation 2

Network play?	No
How many players?	4
Total number of maps:	27, plus editor
Framerate:	50-60 FPS
Mouse/keyboard?	No
Multiplayer modes:	6

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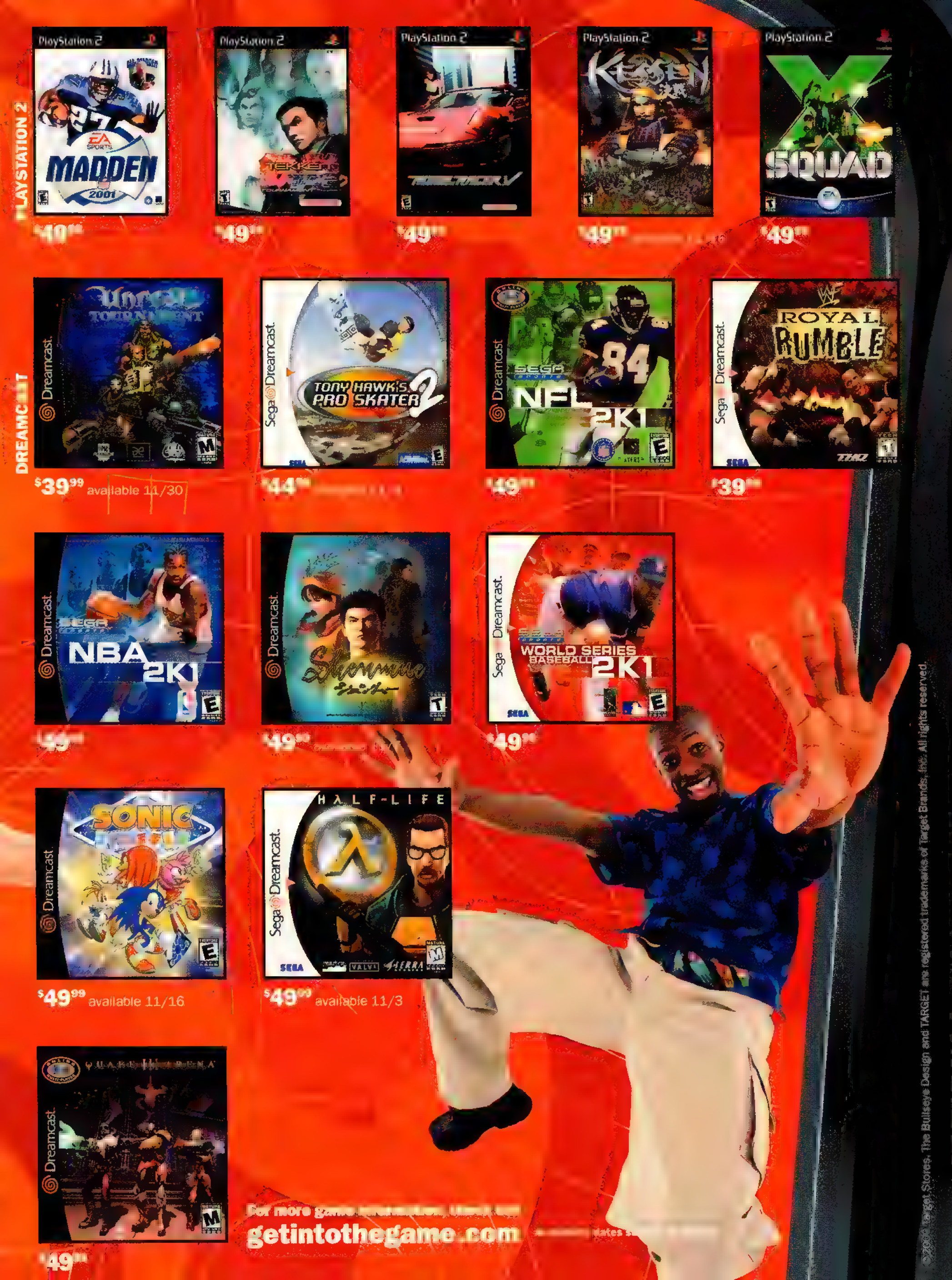
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Speed Devils
ONLINE RACING

Attention, sinners: The most infernal arcade racer ever now runs online. All the hellish tracks, tricked out cars, and shady side bets from the original Speed Devils return — plus 11 new cars, and 21 new ways to put your hard-earned cash, car, and street rep on the line. Hey, leave the "legal" sports for those cornfed boys down the street. SegaNet just got itself a red light district.

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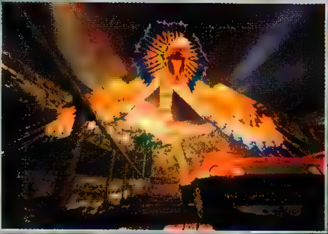

SEGA NET

ONLINE MULTI-PLAYER

RATING PENDING RP ESRB

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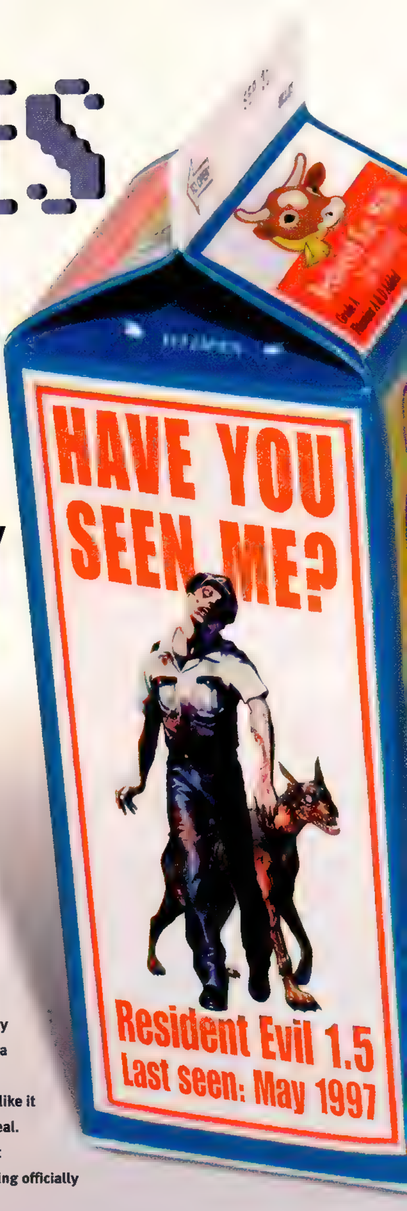
10 GAMES You'll Never Play

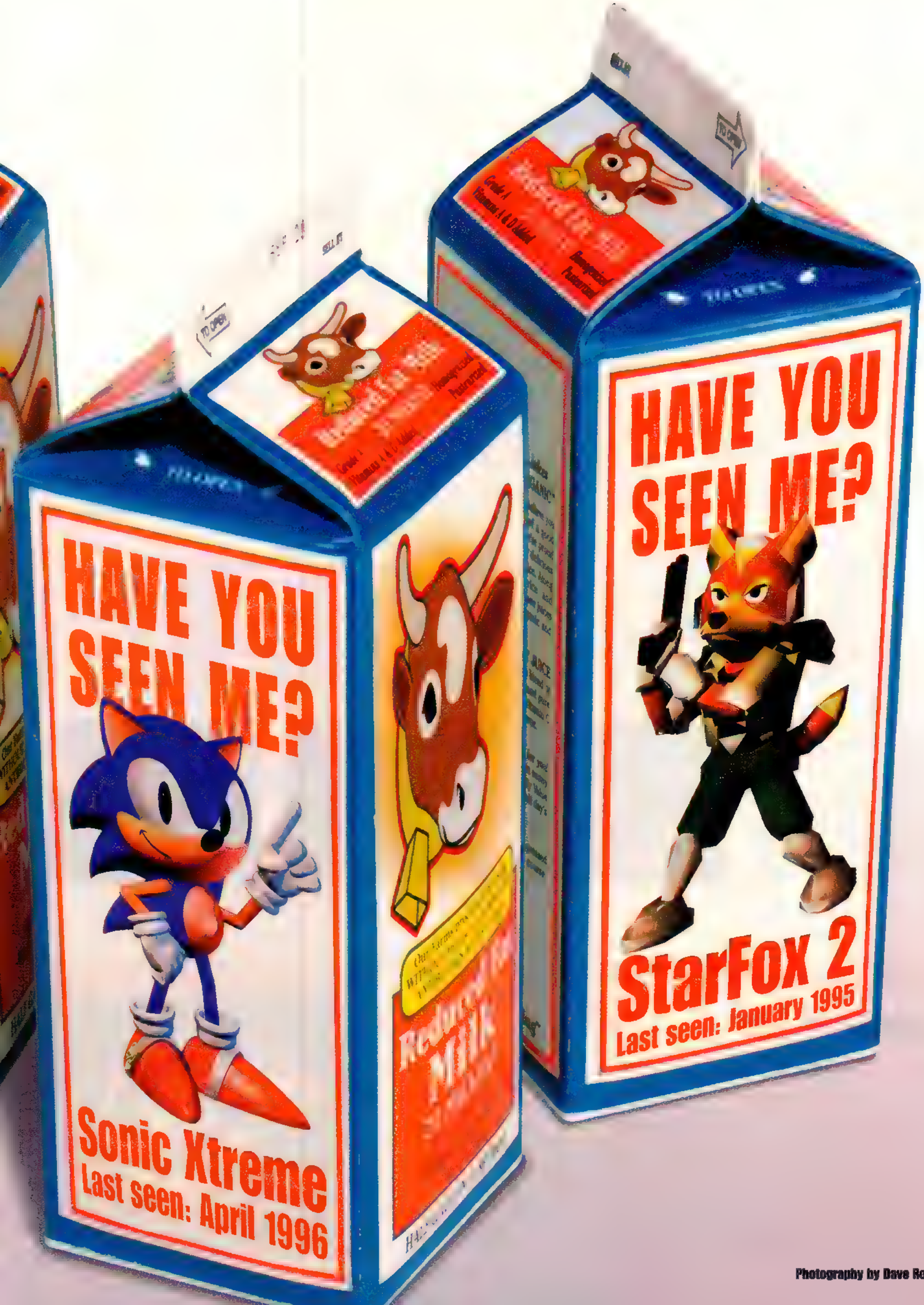
By Chris Baker



Once hyped as the next big must-play thing, these doomed titles went the way of the dodo. What went wrong? EGM investigates.

Why do some highly touted games never appear? Sometimes it ain't a mystery—the cancelled titles are just no good. Excellent graphics and clever gimmicks can't hide lousy gameplay forever. (If only 10 times as many games got cancelled for this reason!) But just because most bad games get cancelled doesn't mean most cancelled games are bad. Unlike the good ol' 8- and 16-Bit days, games are incredibly costly to produce today. Factor in enormous marketing budgets and the staggering cost to a company's reputation if their game bombs, and you begin to understand why once-touted titles so often vanish from release lists. Chances are slim to none for any game that looks like it might give retailers the jitters or any game that appears to have limited mass-market appeal. Release decisions are made and unmade repeatedly as developers go bankrupt and/or get swallowed up by bigger, stronger companies. Most games don't even get the dignity of being officially cancelled—they are simply put on eternal hold.

Maybe in the distant future, when the public is more appreciative of our rich video-game history, we'll get another chance to play restored and completed versions of the great lost titles like Incredible Idiots in Space, Buggy Boogie, Mr. Bill and even Steven Seagal: The Final Option. (Yes, those are all real games that got canned.) For now, though, all we can do is pass along the mysterious legends and the tragic histories of the 10 most infamous games that you'll never, ever play, along with tidbit tales of more than a dozen other titles that got the axe.


HAVE YOU SEEN ME?
Sonic Xtreme
Last seen: April 1996
HAVE YOU SEEN ME?
StarFox 2
Last seen: January 1995
Reduced Fat Milk
Grade A
Vitamins A & D Added
Homogenized
Pasteurized
TO OPEN

Photography by Dave Robinson

Resident Evil • Game Boy Color

Publisher: Capcom
Developer: HotGen

What you nearly played:

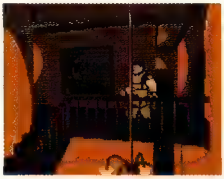
In fall 1999, Capcom decided to port some of its classic console/coin-op titles to the Game Boy Color. The games announced were Street Fighter Alpha, 1942, Ghosts 'n Goblins and...Resident Evil!? It sounded implausable. After all, how could any developer squeeze a game that had utilized everything the 32-Bit consoles had to offer into an 8-Bit Game Boy Color? Skepticism abounded. Capcom went with English developer HotGen (who's now bringing the card game UNO to the GBC) to transfer the game, and amazingly, HotGen succeeded. It looked a little blocky—imagine playing RE on a Commodore 64—and sounded a little tinny, but the entire game was there. Using a huge 4-Meg cartridge (supposedly backward compatible with older versions of the Game Boy), the game even had a few new enemies included.

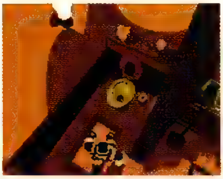
> "Surprisingly few sacrifices have been made in the conversion. At the moment we even have Resident Evil speech in the game. It will depend on time and space whether we put more in there."
>
> —Excerpt from our interview with a HotGen representative in the August 1999 issue of *EGM*

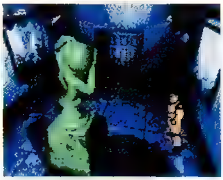
Why you'll never play it:

Street Fighter Alpha, 1942, and Ghosts 'n Goblins were all released to varying degrees of success. But Resident Evil, initially slated for a January 2000 release, was pushed back to September of this year to give developers more time to work on it. By March, it was all over. Capcom of Japan felt that it didn't do justice to the series, and summarily cancelled the game. Why? Perhaps the folks who posted this message on the French fansite www.survivhor.com put it best: "How can anyone be frightened by a heap of pixels that's supposed to represent a zombie?" The claustrophobic environments of the game translated well, but the smaller, less detailed zombies simply weren't scary.

So, as Survival/Horror goes, Resident Evil for Game Boy Color gets an A-plus for Survival and an F- minus for Horror. The only real question is, why didn't this occur to anyone at Capcom sooner? A third grader could tell you that the tiny Game Boy Color simply isn't able to replicate the immersive experience of games like Resident Evil. Still, it's hard to fault Capcom's firm commitment to delivering a consistent standard of excellence with their Resident Evil titles. Bravo to HotGen for pulling off this amazing technical achievement, and bravo to Capcom for having the cojones to pull the plug on it. If only they'd done the same thing to Resident Evil: Survivor.







More MIAs...

Titan A.E. • PlayStation

Don Bluth, who brought cel animation to the arcades with his laserdisc classics Space Ace and Dragon's Lair, opted for a more conventional screen-to-console adaptation of his film *Titan A.E.* The PlayStation version was handled by the British developer Blitz Games, who specialize in adapting animation to games (they worked on Chicken Run, Action Man, Little Mermaid II, etc.). This game would've used the movie itself as a jumping-off point for completely new adventures utilizing the actual animation designs for characters and ships that never made it into the movie. But, alas, the flick failed to recoup even a third of its $75 million budget at the box office. "The game was coming along just fine," says Phil Oliver, the managing director of Blitz Games, "but it obviously hinged on the film so much that Fox Interactive decided to halt production of it."

StarFox 2 • Super NES

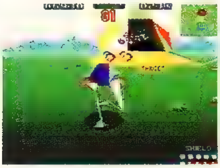
Publisher: Nintendo

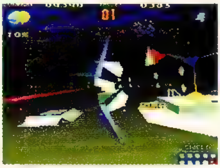
Developer: Argonaut

StarFox 2 was so far along at the '95 winter CES that we were even able to put together a four-page strategy on the game. You can find it in *EGM* #68.

What you nearly played:

When StarFox first appeared on the Super NES in 1993, it was met with critical raves and record-breaking sales. The mixture of cute furry animals and amazing space battles marked yet another triumph for the Great One—genius game developer Miyamoto Shigeru. So when the follow-up game was announced in '94, we were all eager to see what the Grand High Exalted Master Sensei (Miyamoto) would come up with next. StarFox 2 would've featured familiar favorites Fox, Falcon, Peppy and Slippy, as well as two new characters: Fay, a female french poodle, and Miyu, a tiger. They'd fight and navigate around a completely polygon-based environment (quite novel at the time) that was made to utilize the full potential of the second-generation Super FX chip (called the FX2 chip). Gameplay would've featured a mix of free-ranging movement and tightly controlled rail missions—a gameplay mix that wound up in StarFox 64. You could visit four different worlds, and when you reached them your R-Wing fighter could transform into a mech and walk around. In addition to normal hazards, the evil Andross forces would randomly attack your home planet. When this happened, you'd have to fly back and defend it from missiles and spaceships. If your home planet took too much damage, the game ended. Small wonder that Star Fox fans were eager to scarf up this new game by He Whose Name is Synonymous with Bad-Assedness (again, Miyamoto).





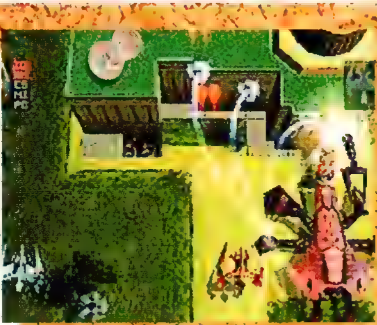
Why you'll never play it:

A source inside Nintendo told us that the Super NES console simply wasn't equipped to deliver the sort of experience envisioned by He Whose Ways Are Unfathomable to Mere Mortals (yep, Miyamoto). The game was shelved, and many of its features migrated to the 1997's StarFox 64.

But was the game really that disappointing? Andrew Baran, strategy editor at our sister mag *Expert Gamer*, actually played through StarFox 2—which was nearly finished—at the 1995 winter Consumer Electronics Show in Las Vegas. He said, "The game was very far along, but it just wasn't up to the level of the first StarFox. The R-Wing looked kinda crappy. The whole transforming-your-R-Wing-and-walking-around thing just didn't feel like the original." So we reckon Nintendo was right to shelve the project, and it really wasn't a surprising move, if you think about it. During the late '90s, when other game companies released frequent sequels that offered a few new gimmicks and only slight visual and/or gameplay improvements, Nintendo established a practice of holding off until they had a cartridge ready that truly represented a quantum leap forward. This was a strategy that left some fans disgruntled in the short run, but ensured the ongoing success of Nintendo's ageless characters and franchises. It must be pointed out that when StarFox 64 finally did appear, it was hailed as one of the best N64 titles to date, second only to Mario 64—another game which, uncoincidentally, was a fantastically successful and extremely long-lived franchise created and maintained by He Whose Nose We Are Not Worthy to Pick (you know who).

Violent Seed • PlayStation

It is now 2093 A.D. For the last 60 years, Earth has enjoyed the benefits of an advanced alien technology discovered on Mars. Famine, illness, poverty and fuel shortages are no more. But it seems that the lost alien civilization isn't lost after all...they wanted mankind to take their technology and improve upon it, and now that their "violent seed" has come to fruition, they have returned to steal back their gadgetry and take their revenge on humanity! And the best thing about it is—you get to be the aliens! Obliterate the puny earthlings and their laughable military defenses! Whiz through Washington, D.C., NYC, London and Paris destroying scads of famous landmarks along the way! Witness the complete destruction of planet Earth, Death Star style! How could a game so cool possibly go wrong? Blame it on the demise of developer Rabid Entertainment.



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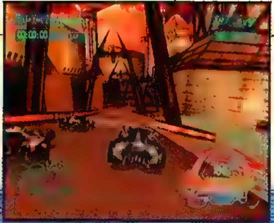

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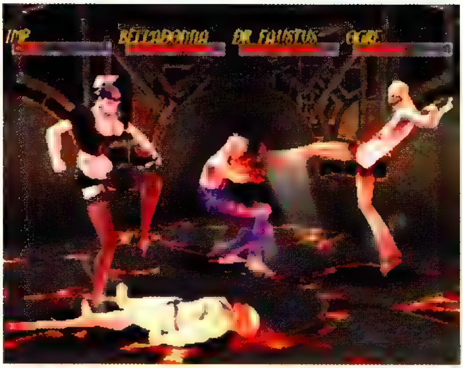


Thrill Kill • PlayStation

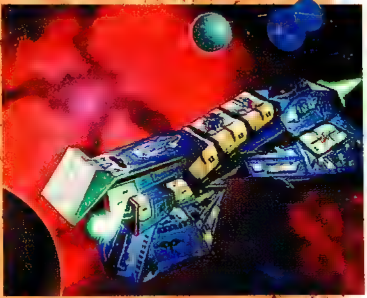
Publisher: Virgin Interactive
Developer: Paradox

What you nearly played:

The sickening crunch of breaking bone. Sprays of [yawn] gore. Decapitations and disembowelings. Ho hum. That stuff was all well and good back in '94, but it had become pretty boring after fatality-based fighting games achieved total market saturation. Thankfully, Virgin Interactive decided to try to breathe new life into the tired old tropes of the genre. Mortal Kombat was for dabblers; Thrill Kill was for the true connoisseurs. What characters! Choose between a straight-jacketed psychopath, a homicidal postal worker, a cannibal hillbilly, a psychotic dwarf, a dominatrix and a mad scientist with a bear trap where his mouth should be. What fighting arenas! The Sewer of Styx, the Crematorium, the Slaughterhouse of Flesh, the Chamber of Anguish, the Lavatory...ahhhhhh, the smell of it. This game promised a frantic, no-holds-barred four-player free-for-all that transcended every fighting game that came before it. Instead of the tried-and-true "energy bar" that gradually depletes as you absorb blows, Thrill Kill featured a "kill meter" that gradually filled as you inflicted pain and misery on your opponents. When the Kill Meter was full, you were able to commit a spectacularly disgusting fatality move on one of your hapless opponents. Even the Practice Mode was perversely disgusting. Instead of just letting you play non-responsive versions of your normal opponents, the practice mode had a special character who existed only to serve as your tackling dummy—namely the leather-clad Gimp, a squealing masochist who found your repeated thrashings delightful.

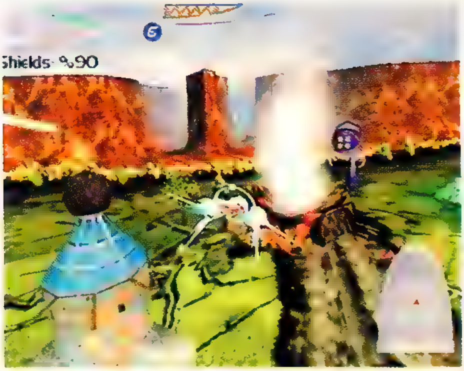
Why you'll never play it:

Duh. See above. Virgin Interactive was sold to EA, and as Aaron Cohen (PR Director for EA subsidiary Westwood Studios) tells us, "Thrill Kill is not the kind of product EA is interested in publishing." It's impossible to fault EA for the decision to not release the game—what company in their right mind would?—but they've caught a lot of heat for not releasing rights to the game to some other company willing to risk the media firestorm that would inevitably greet its release. Julian Rignall, a former vice president of design at Virgin Interactive, is still ticked about EA's reticence. "There is a group empowered to keep games like this from falling into the wrong hands, and it's ESRB, [Entertainment Software Rating Board] not EA," he says. Rignall compares Thrill Kill to the darkly satirical film *Robocop*—an apotheosis of media violence that's also a tongue-in-cheek commentary on media violence. Rignall says that the pre-release version of the game (widely available in illegal CD burning and emulation circles) presents the game as it stood at "about 90% complete," and still in need of a little tweaking in the area of control responsiveness. In a poetic twist, the fighting engine was resurrected for Wu Tang: Shaolin Style—the cheerfully gruesome rap/kung fu outfit was a perfect match for the spirit of the original game. But the "kill meter" was replaced by an old-fashioned "energy bar," and the game was (of course) equipped with a friggin' child safety code.



StarCon • PlayStation

StarCon was to be the culmination of Accolade's popular Star Control series. "It was a major departure from the earlier Star Control games," says Sean Patten, lead producer of StarCon for PlayStation, "especially since it was 'true' 3D, complete with climb-and-roll style controls. You could play as one of three different competing alliances. Each had its own ending. Even cooler, you often played the same mission from the other side when playing a different alliance." But the game never came together, and it was put on hold. Permanently. "Even if Starcon had been the game we wanted, it's not clear that it would have sold the kind of numbers you need to justify dev costs," says Patten. "I almost wish they had cancelled it earlier, since the team put a lot of work into the product toward the end. Effort like that is always better spent on something that ships."



Geist Force • Dreamcast

Publisher: Sega
Developer: Sega

What you nearly played:

Geist is a German word meaning "spirit." It can be used in a literal sense to mean "ghost" or "spectre," or it can be used figuratively, as in "the spirit of the age." The game Geist Force certainly helped to inspire a "spirit" of giddy optimism for Sega when it was unveiled in the summer '98. The visual effects for this sci-fi shooter were eye-popping; everyone was particularly impressed by the painstaking details—the hyper-realistic puffs of smoke and the sprays of sparks and the sheets of water all seemed to represent a quantum leap forward in game graphics (courtesy of Netter Digital, the company that had done the effects on the *Babylon 5* TV show). Nothing stirred up as much interest for Sega's new console as those Geist Force previews. As *EGM* reported at the time: "The few seconds of footage assured the throng of cynical journalists that this Dreamcast thing was actually going to be pretty cool." The game itself was pitched as being a StarFox for grownups. It would feature similar spaceship shenanigans, but with real human characters and more sophisticated characterizations to match the realism of the terrific visuals.

Why you'll never play it:

As the June '99 *EGM* observed, "The project has an awful lot to live up to." The folks at Sega obviously felt the same way, and apparently they thought the game fell short of the enormous expectations. After numerous delays and lots of morbid speculation, Geist Force was put to rest and the production team was dissolved. Apparently the "geist" in Geist Force really did mean "ghost" after all. "The artwork was 90 percent done, and would've been very close to what was shown at E3," says lead programmer Nimai Malle. "The programming was 65-70 percent done." He claims many factors were involved in the game's demise. "Political infighting, of course," he says. "Three separate times, we had to re-rally the team to focus on a deadline, which can really be a drain."

The stunning realism that had been the game's initial selling point also came back to haunt it. Ironically, the fact that Geist Force was less cartoony, less "StarFoxy," became a liability. "There was a lack of confidence about Japanese reception," explains Malle. He is reluctant to lay much blame at the feet of Netter Digital, even though Geist Force represented Netter's first stab at moving from narrative to interactive media. Who knows, maybe Netter's stunning visual effects had done so much to quell early doubts about the Dreamcast console that Sega felt it had already gotten its money's worth out of the project without ever actually having to release the game.

Sacred Pools • Saturn

How could a game that promised to combine the first-person questing of MYST with footage of real-live buxom Amazons straight out of *Xena Warrior Princess* possibly go wrong? On top of that, Sacred Pools had the hands-down sexiest ad campaign of 1996. "There was no nudity, although the costumes did get a bit racy," says steadicam operator Ross Judd, who spent several weeks shooting film for this FMV-rich canned title. "The director, whose name escapes me, had never shot a film before—but he had an interesting vision and had sunk his last dime into Amazonia [as Sacred Pools was originally known]. The set design was brilliant, and I had to execute many long takes through varied jungles, caves, spaceships, castles and [of course] sacred pools." But the game vanished without a trace. What came between us and Amazonia/Sacred Pools? Was it fate? Chance? Puritanical execs? An oversaturated marketplace?

MC Hammer • Sega CD

Remember those baggy Hammer harem pants? Remember how he used to say, "Let's make it smooooooooooth, yup!" all the time? Remember the Saturday morning cartoon show *Hammerman*, with the talking Magic Dancin' Shoes? Or how about that timeless Pepsi commercial where Hammer takes a big, refreshing swig and says, "Ahhhhhhhhhh...PROPER!" Unfortunately, we couldn't find a shred of evidence about what this game was like despite repeated attempts to get in touch with Stanley Clarke Burrel, aka Hammer, himself. So all we can do is relive cherished memories...Remember how James Brown said, "Be strong, Godson, for the Gloved One is no sucka," to Hammer in the "2 Legit 2 Quit" video? Our guess is that MC Hammer for Sega CD was an FMV-rich dance-contest game in which Hammer finally defeated Michael Jackson once and for all. Ohhhh, oh-oh, Ohhhh, oh-oh , Ohhhh, oh-oh, STOP—Hammertime!

AF

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Kumite: The Fighter's Edge

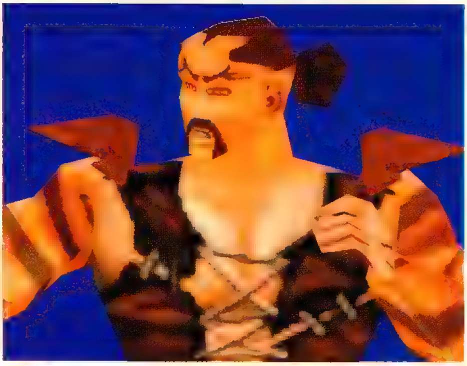
PlayStation

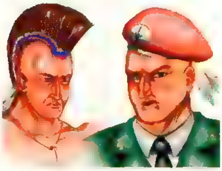
Publisher: Konami

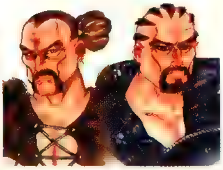
Developer: 47-Tek

What you nearly played:

"Kumite: Best Fighting Game Ever?" trumpeted the July 1996 cover of *EGM*. The article contained therein would easily whet the appetite of anyone interested in the kicking of asses. We reported that what the developer 47-Tek was working on was "not your typical punch-kick-block fighter," but an attempt to introduce real martial-arts fighting techniques to console gaming. Like the Tucker automobile, Kumite boasted several innovative features that have since become industry standard: full three-dimensionality, sophisticated environments, gradual damage to costumes and real-time bruising and cutting. ("It not only keeps track of how badly a fighter is injured," we reported, "it also reduces the fighter's strength in the damaged body part.") *EGM* also featured an interview with the game's producer, Derek Mitchell, who announced that 47-Tek was so committed to realism that they planned to eschew superfluous features like finishing moves, fatalities, desperation moves and even obtrusively attractive female characters. "We want our women to be sexy," said Mitchell, "but we want them to be fighters, too." 47-Tek's commitment to cultural authenticity was equally palpable. Mark Hirsch, founder and head of the company, had a degree in Eastern Studies, and he and Producer Derek Mitchell had extensive first-hand experience with Asian fighting techniques. "There were several martial artists in the company, including ourselves," says Hirsch. 47-Tek's office was festooned with a great deal of martial arts weaponry, and they even built a dojo in the studio for training sessions. The on-site dojo also allowed them to demonstrate techniques directly to their animators and programmers. Our glowing coverage concluded that if 47-Tek was able to deliver the sort of experience they promised, "Kumite will be the new standard to which fighting games will be compared."

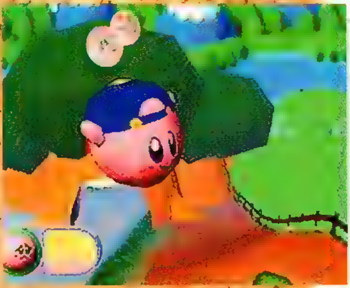






Why you'll never play it:

Kumite did not become the new standard to which other fighting games were compared, primarily because Kumite was axed. "It was completely designed, and the animation and fighting engine were coming together" before politics killed the project, says Hirsch. "We were too focused on the art of the product and not worried about marketing trends." 47-Tek went on to make some other innovative 3D fighting games, but like many other small development companies it eventually went under. "It was my company," says Hirsch, "I started it by myself, literally at my kitchen table, and it was sad to see it go. But it's a rough business out there, when you think of what it takes to run a company, and the small amount of money publishers are willing to give, and the even smaller piece you can get out of the back end..."



Kirby's Air Ride • Nintendo 64

Close your eyes and imagine the most bodaciously gnarly, awesomely rockingest, death-defying snowboarder in the world. Are you visualizing Kirby, Nintendo's adorable pink marshmallow? Probably not. Kirby's Air Ride was to be a hoverboard racing game and an early showcase for the expanded capabilities of the N64. U.S. press coverage was unmistakably doubtful about Kirby's potential appeal to the typical fan of boarding games. And you didn't have to be amped on Mountain Dew to understand why—you just had to see cute little Kirby racing through a brightly colored (and cute) environment, dodging cute obstacles and enjoying cute multiplayer high jinks with his cute buddies. In later versions of the demo, Kirby acquired a backward baseball cap, but not even this desperate injection of extreme attitude could salvage the game. Kirby's Air Ride never appeared, but many of its gameplay elements turned up in the more dude-friendly 1080° Snowboarding.

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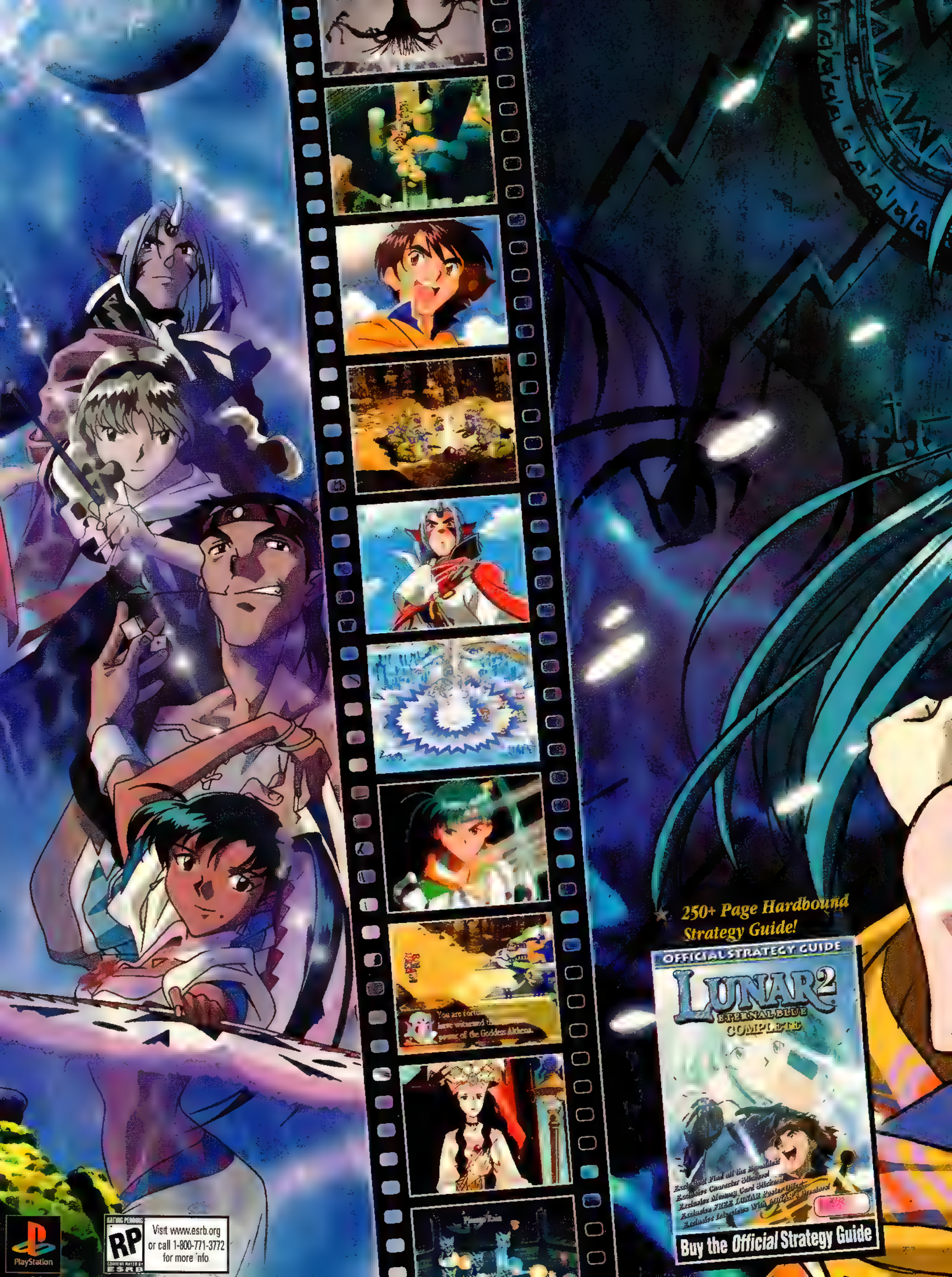
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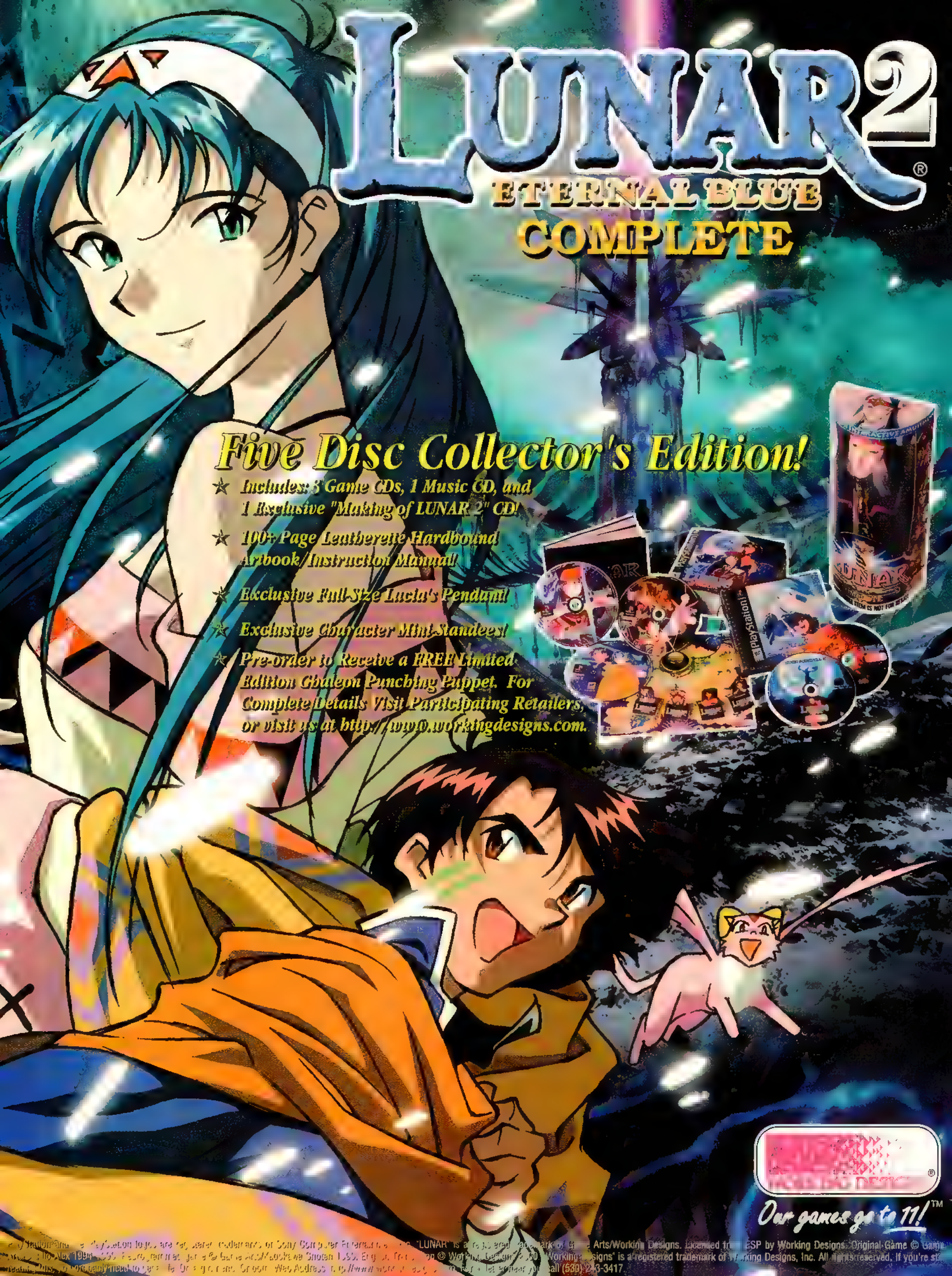

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MADDEN NFL '96
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Madden NFL '96 • PlayStation

Publisher: EA Sports
Developer: Visual Concepts

What you nearly played:

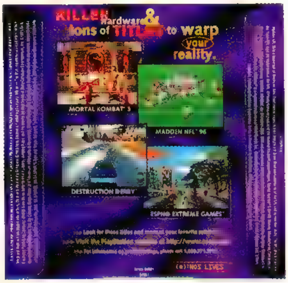
Back in 1995, gamers were scratching their heads months before the original PlayStation's U.S. launch, wondering if Sony had the guile to lure the big-name developer needed for their console to be a success. That question was answered when Electronic Arts announced it would fully back the system at launch—particularly with the latest edition of their most popular franchise, Madden football. EA had a sweetheart deal with Sony to release a handful of games on day one, and Madden was to come out in the first wave in September. The game was supposed to feature more than 100 teams in all, including classic Super Bowl-winning juggernauts like the '73 Buffalo Bills and '80 Houston Oilers. The entire cast of the Fox NFL Sunday crew was to join John Madden in the commentating, too.

Why you'll never play it:

Under tired leadership, EA Sports was busy churning out horrible sequels for the Genesis and Super NES and needed to find a developer outside of the company that could handle the Madden '96 project very quickly to meet the game's deadline. A small, inexperienced development team from Visual Concepts won the contract. But according to sources at EA Sports, it didn't take long to realize that Visual Concepts' programmers weren't entirely on the ball. "They tried to render each team individually," explains our source at EA, who spoke on condition of anonymity. "Instead of rendering a player, then applying different uniform textures, they painstakingly rendered the 49ers, the Cowboys, etc." This wasteful and redundant engine made the game load slowly; at times, there was nearly a 5-10-second pause as the machine loaded up the offensive or defensive players when a change of possession occurred. "In November, I saw the game and it was a wreck," says our source. "I knew it wouldn't ship in September of the next year."

In December, so did the top EA brass. Yet they maintained the facade of Madden NFL 96 being ready for PlayStation launch—even to the point of sending early, horrific builds of the game to the press that would be "fixed up." Even though the game was allegedly in poor shape, EA might have tried launching Madden with the PlayStation, but that was stopped cold by Sony's GameDay. "EA saw that and they made the decision to can it—and it was a good decision. It was crap," says our source. Instead of recouping its development costs by selling a bad product, EA chose to safeguard its crown franchise by not releasing the game. The aftermath was felt internally and externally. The ridiculing of game press stung, and there was a top-to-bottom dismantling of the team behind Madden NFL '96 on the PlayStation. "They just barely got Madden NFL '97 done by the next year," our source says. "That was how behind EA was with the technology—and the new team did a great job of getting it done." It was not until the brilliant Madden NFL 2000 that EA recovered and reclaimed the number-one spot from GameDay.

Visual Concepts, meanwhile, has gone on to become Sega's premiere developer of sports games (Sega, in fact, even bought the San Rafael-based studio prior to the Dreamcast's U.S. launch). The folks at VC declined to comment on the Madden NFL '96 debacle. But it's important to note that this company has changed a great deal since 1996 and has proven that it can develop killer titles. And as an ironic sidenote to this story, several editors on the *EGM* staff feel that Visual Concepts' NFL 2K1 is a better pigskin title than EA Sports' flagship PS2 launch title, Madden NFL 2001.



Livin' in denial: Sony hyped Madden '96 on the case of the demo disc that shipped with the launch batch of PlayStations.

Werewolf: The Apocalypse • PlayStation, Saturn

Fans of this popular RPG can go ahead and despair; you'll never see it translated into a video game—some Chaotic-Evil character has obviously attacked it with the dreaded +80 limitless-range Cancellation Curse That Cannot Be Saved Against. Capcom was preparing a Saturn/PlayStation version that would've let you play in one of three different forms: Human, Werewolf or full Wolf. David Siller, Capcom Digital Studios' director of R&D, confirms that the game was cancelled because it too kept changing form: "It started out as an action game, and then midstream changed into an RPG/action game." Meanwhile, ASC Games announced a PC version, Werewolf: Heart of Gaia, a straight action adventure using the multiplayer Unreal engine. But as Heart of Gaia Executive Producer Travis Williams told us, "The publisher [ASC] went out of business, and that was that." Any future developers brave enough to tangle with Werewolf had better bring along Mordekainen's Trusty Curse-Cancelling Mouse Pad.

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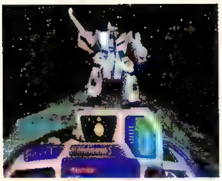
Robotech: Crystal Dreams

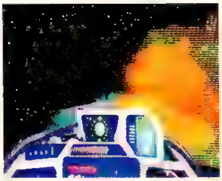
Nintendo 64

Publisher: GameTek
Developer: GameTek

What you nearly played:

How would you like to do battle in a first-generation Valkyrie Class Veritech Transformable that could freely shift from Fighter to Battloid to Guardian mode, in a time period set just before SDF-3's famed expedition to Tirol? If you aren't into Japanese animation, you're probably wishing you had a Geek-to-English dictionary; if you are a true anime fan, you are probably salivating uncontrollably. Robotech: Crystal Dreams was to be a Mecha battle/shooter that would've pleased the casual observer as well as satisfying the obsessively exacting love of the otaku.





Based on the popular series "Chôjikû yôsai Macross," aka Super Dimensional Fortress Macross, a.k.a. Robotech, the game promised a faithful extension of that show's distinctive mix of high-tech ass-kicking, intense melodrama, and abstract notions of duty and loyalty and honor. Interpersonal relationships would play a key role, and the game was to feature several famous characters from the series—Rick Hunter, Lisa Hayes and even the love-her-or-hate-her whiny-but-sexy Minmei. In addition to fighting the familiar Zentraedi battle pods, you'd battle an evil race of big crystals called the Ebolians (sounds like a flesh-eating bacteria). Doug Lanford, a programmer and designer on this game, explains that the simple crystals were chosen since the game was planned before the final stats on the N64 were available. "We needed to make sure we could fill the screen with enemies, and the only way to ensure that without knowing how powerful the final N64 hardware would be was to add something simple to draw in the game." Lanford says that he and the rest of the team labored to make the game true to the spirit of the series, even striving to squeeze in some [ugh] J-pop song stylings. "The voice actress who recorded the female dialog for the game sung a single 30-second snippet of one Minmei song for a key moment in a mission." Time and space permitting, the game might've also included a clever Easter Egg: "The original idea was to put Minmei's bedroom as one of the locations that the player could visit. If you walked in, you would see a suggestive shadow behind the shower door, but once you opened the door, you would see the game's credits."

Why you'll never play it:

GameTek was a small company, more given to simple fare like Jeopardy! and Wheel of Fortune than projects with complex gameplay and the Macrossian superdimensionality of something like Robotech. The development team was chronically short-staffed and experienced time-consuming compatibility issues between their hardware and Nintendo's constantly changing development package. "For the first two-thirds of the project, it took days and the full-time attention of one of the two programmers to get a single game model into the game," says Lanford. The game had one official postponement and experienced additional delays until GameTek folded. Although Capcom showed some interest in 1998, no one has picked up the rights to complete and publish Crystal Dreams since.

Mini Racers • Nintendo 64

Like Midway's Micromachines, Mini Racers was a toy-car-racing game that emphasized fast, intense, twisty-turny courses set in bright, crisply colorful environments. Lorian Kiesel designed and modeled the superb 3D environments and textures on the Egyptian, Volcano, and the futuristic Heroes track. Kiesel says that the track we'll miss the most is the miniature course set up on a life-size NBA court so highly polished that you can see your car's reflection in the boards. "You'll definitely be missing the track generator as well," says Kiesel. "It gave you a lot more creative flexibility than most of the games out there. Multiplayer racing and tag were also very addictive." Unfortunately, Looking Glass Studios (who also did the terrific Thief series for PCs) went under. After brief talk of possible release, if only in Japan, Mini Racers went away for good.

Eternal Champions: Final Chapter • Saturn

Eternal Champions was a very well-received title on Sega Genesis and then on Sega CD, one of those games that develops a core audience of intensely devoted fans. The aforementioned fans eagerly anticipated the Saturn version of the game. They're still waiting. Exact circumstances are unknown but are probably partly attributable to the trouble-plagued X-Perts. This game, a Genesis spin-off of Eternal Champions that mixed fighting with platform/action (kinda like Mortal Kombat Mythologies...), suffered through a problematic production and was a critical and commercial disappointment, which probably cast a pall over the whole franchise. That, coupled with the general underperformance of the Saturn console itself, makes it easy to see why Eternal Champions: Final Chapter never made it past the concept art stage. But you can still find Web sites with petitions and e-mail addresses for Sega clamoring for this Saturn game—and for a Dreamcast version of Eternal Champions.

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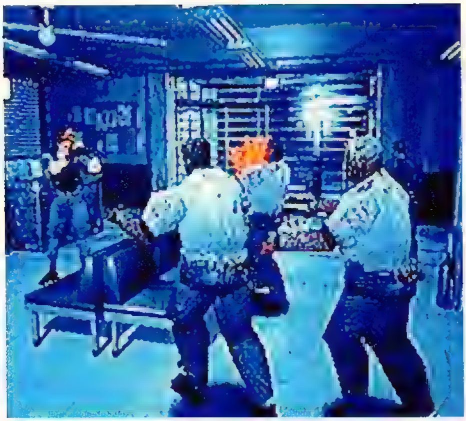
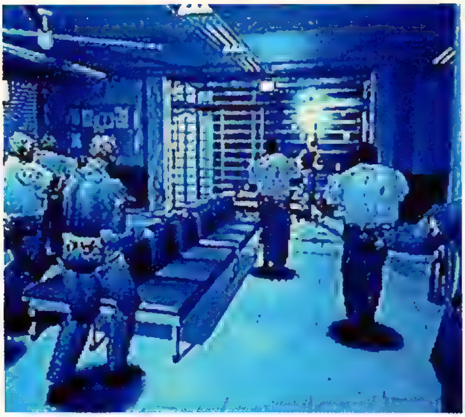




Resident Evil 1.5 • PlayStation

Publisher: Capcom

Developer: Capcom

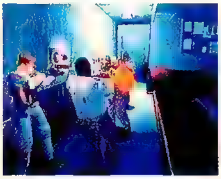
What you nearly played:

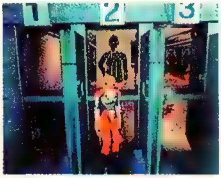
OK, so this aborted sequel to the original Resident Evil wasn't really going to be called Resident Evil 1.5, but that's how Capcom R&D now refers to the 70 percent-complete project. It packed a few features that eventually showed up in the final version of RE2, including rookie cop Leon Kennedy as one of the main characters. But instead of Claire Redfield, RE1.5 starred a spunky motocross racer named Elza Walker as the second protagonist. Set in and around the Raccoon City Police Department, the game's steel and concrete environments were sterile and bright—not nearly as spooky as RE2's less modern look.

RE1.5 did feature a more elaborate costume-change system than the hidden-outfit extras of the revamped sequel. Leon and Elza could find and don new outfits, as well as items like bulletproof vests, that would change their appearance and offer extra protection or more inventory slots. The outfits would become tattered and blood-soaked as the duo traveled through Raccoon City.

Why you'll never play it:

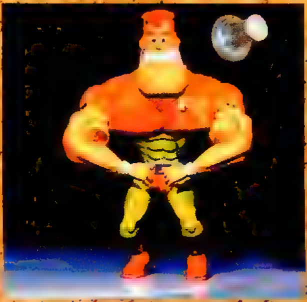
Capcom completely scrapped the project and essentially started RE2 over from scratch. Don't expect to see RE1.5 pop up in any future RE director's cut or sidestory, either. But don't despair—according to the series' creator, you wouldn't wanna play this thing anyway. "The gameplay was not fun at all and there were so many holes in the story line," Shinji Mikami, the producer of the Resident Evil series, tells us. "Because of those two reasons, I don't think it will resurface in the future." Still, if you're determined to snag a look at The-Game-That-Coulda-Been-RE2, import yourself a copy of the Japanese Biohazard: Director's Cut. It packs FMV footage of the infamous RE1.5.





Major Damage • PlayStation, Saturn

The superbly cartoony graphics of this game make quite an initial impression, particularly the spectacle of its impossibly muscle-bound and jut-jawed hero, Major Damage himself. This actioner was to be a tongue-in-cheek violence-fest in which Major Damage whisked around doing major damage to absolutely anything and everything in his path—not even inanimate objects were spared his wrath. The Major traveled either on foot or in his aptly named Carnage Cruiser. The game, made in mid-1996, was a late entry in the much-beloved 2D side-scrolling platform genre that gave us Mario and Sonic. What happened? "It was a bad game," states David Siller, Director of R&D at developer Capcom Digital Studios. "It was taking a long time, it wasn't progressing, and the scope of the project did not meet expectations." We should just content ourselves with this screen of the flexing Major himself and leave it at that.



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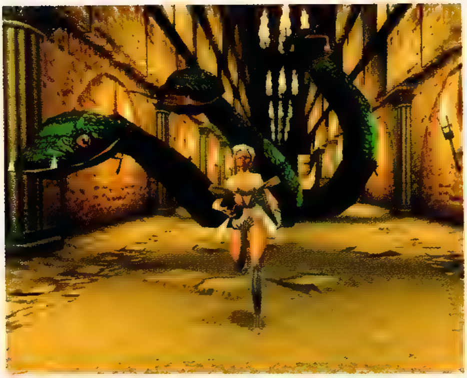
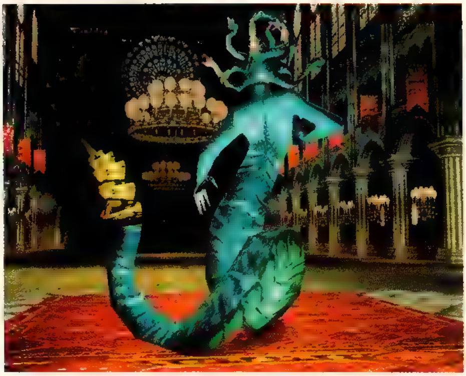


Castlevania: Resurrection

Dreamcast

Publisher: Konami

Developer: Konami



What you nearly played:

It's a fact: Hardcore gamers love Konami's Castlevania series (well, at least the 2D installments, anyway). And if nothing else, this once highly anticipated Dreamcast version was going to be the best-looking game in the series so far. Just look at these screenshots! Developed at Konami's U.S. studio, Resurrection was set in a completely 3D world, just like Castlevania on the N64. It featured Sonya Belmont—Simon's mom and the star of 1998's Castlevania Legends for the Game Boy—as its main character, but the game was so early when we played it that we never really got a feel for its gameplay.

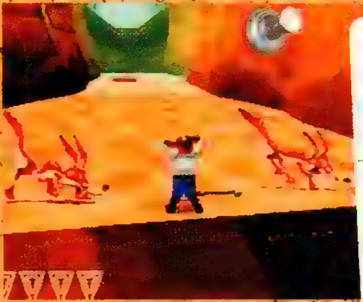
Resurrection was originally supposed to hit the Dreamcast in November 1999 but was delayed until the first quarter of 2000. It has since disappeared from release lists and been the subject of many it's-on-again, it's-off-again rumors.

Trust us—Resurrection is dead.

Why you'll never play it:

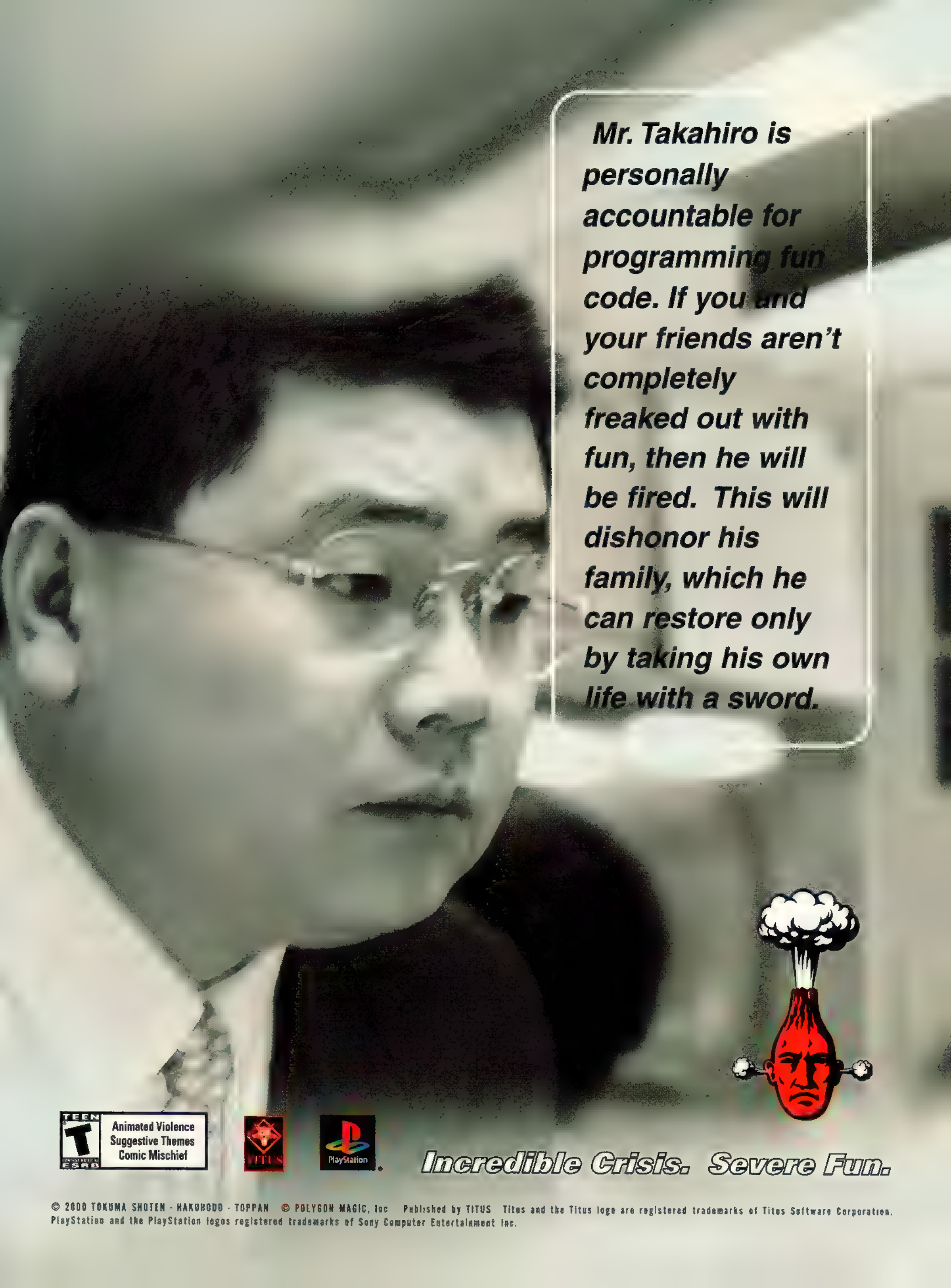
Like we said, we only got to play an early version of Resurrection, but what we saw wasn't looking too hot. We chalk it up to the fact that only one team member from the older Castlevania games—an art guy from Castlevania IV—was involved in the project. And apparently, Konami was none too pleased with the game's progress, either. According to sources inside the company, Resurrection was handed off to Konami's Kobe, Japan, studio, the same developers responsible for several previous Castlevania releases, including the two N64 versions.

Apparently, the Kobe team agreed that it would probably be easier to start from scratch than to work with the existing material. But, our sources are quick to point out, that is not to imply that the Kobe team is working on a new Castlevania for Dreamcast—or any other platform, for that matter—so don't get excited. Meanwhile, the Castlevania: Resurrection project just petered out and disappeared. End of story.



Rattlesnake Red • PlayStation, Saturn

Rattlesnake Red was yet another variation on the tried-and-true Tomb Raider action/puzzle scenario, this time set in the Wild West. The environment was filled with deserts and mesas and box canyons and abandoned mines, "very much like a Roadrunner cartoon," said Sunny Strasburg, a lead animator and modeller on the game. "In fact, the product manager was constantly referring to Warner Bros. for inspiration." Protagonist Rattlesnake Red even looked similar to Yosemite Sam, with a big red mustache, beady eyes and cowboy hat, not to mention he was short and bowlegged. Strasburg attributes the game's non-appearance to "Poor management. Design by committee really watered it down." Another insider, Travis Williams, didn't work directly on Rattlesnake Red, but he was at Acclaim when it was made and says what he saw of it was "pretty substandard. What surprised me is that it was funded for so long and there was nothing there."



Mr. Takahiro is personally accountable for programming fun code. If you and your friends aren't completely freaked out with fun, then he will be fired. This will dishonor his family, which he can restore only by taking his own life with a sword.

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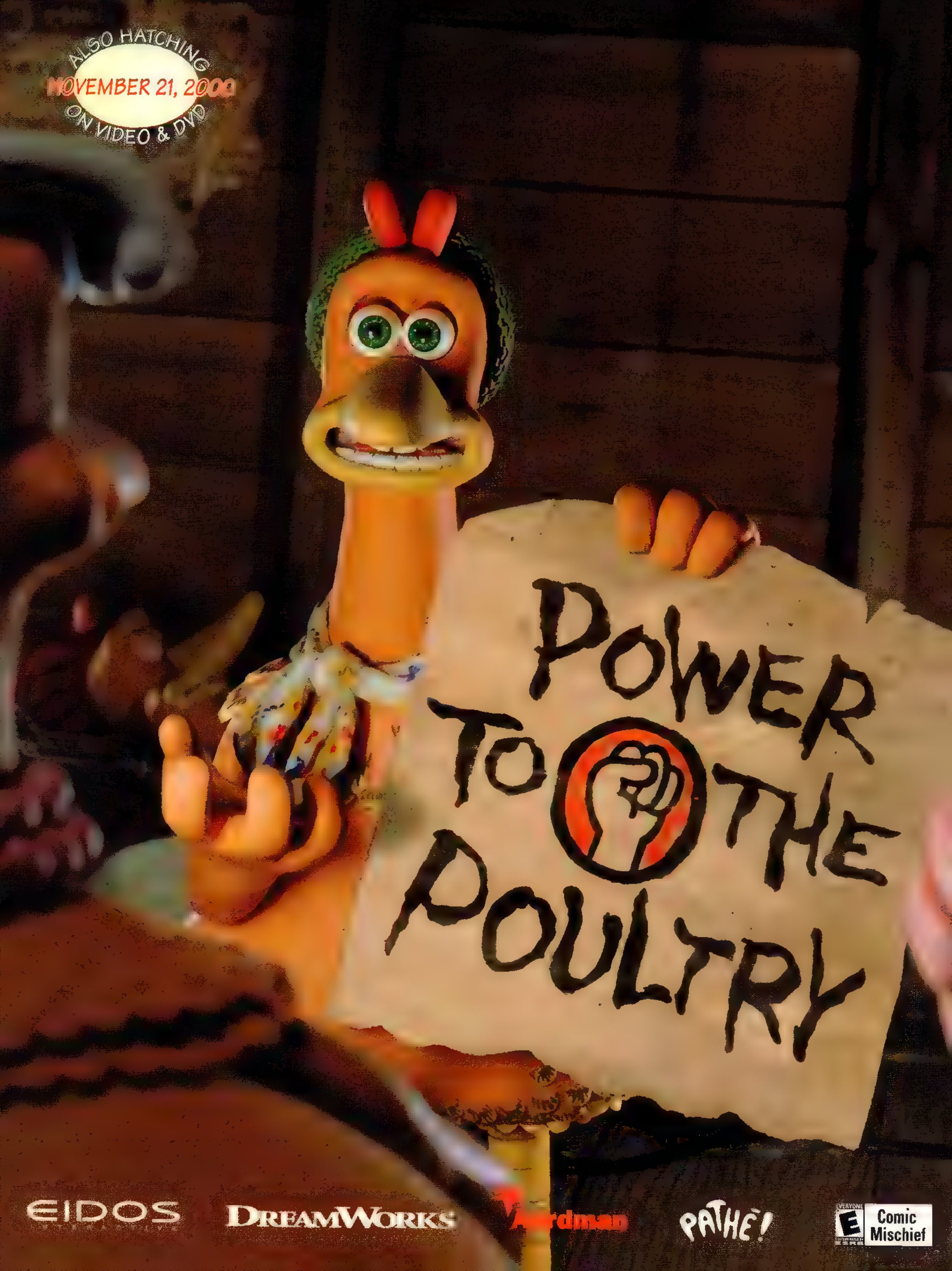
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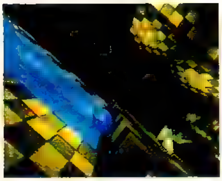
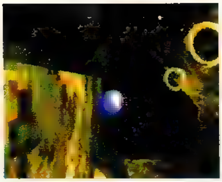




Sonic Xtreme • Saturn

Publisher: Sega

Developer: Sega Technical Institute

What you nearly played:

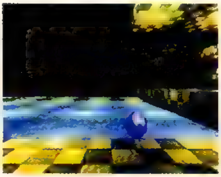
Sonic Xtreme was to be a truly revolutionary game. It would feature Sonic zooming around, fighting Dr. Robotnik and grabbing rings. Which isn't revolutionary at all, except for the fact that you'd have complete freedom of movement in a totally three-dimensional environment. That represented a great leap forward for the high-speed hedgehog who represented the finest in side-scrolling platformers. Early screenshots and film clips looked extremely promising, but as every game fan should know by now, looks can be deceiving...

Why you'll never play it:

One of Sonic Xtreme's team members, Chris Senn, says Sega "needed an 'extreme' hit, something to help gain back the shining success it had once commanded in the console market." Major competition loomed on the horizon. Nintendo was about to have a smashing 3D success with Super Mario 64, and Sony was about to unveil the immensely popular Crash Bandicoot franchise. Amidst all this, Sonic's extremely momentous transition to 3D was handled by the Sega Technical Institute (STI), a division of the company located in Northern California that featured Japanese and American game developers. But STI was not the most fruitful of intercultural collaborations. "With the exception of the very successful Sonic Spinball and a portion of Sonic 2," Senn tells us, "there was little or no working crossover between the two sides of STI." Nevertheless, Senn says the American team was determined to create an Xtreme game. "We had some amazing talent mixing different skills and backgrounds," he tells us, adding that they made strong inroads on a number of fronts.

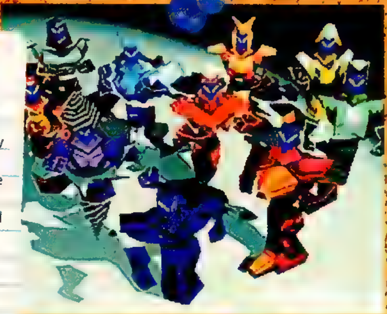
But the deck was stacked against Sonic Xtreme. "This was a very high-profile project, so you can imagine the extreme pressure we were under to deliver a topnotch product," Senn says. Repeated team reshufflings, new arrivals and impromptu departures provided resistance at every turn. "We came up against so many roadblocks—it was as if someone was trying to tell us something," says Senn. "I remember there was a push to promote the product long before we were ready to do so. In one case, we provided a magazine editor with a sneak preview of the game months before the intended release date. The two-part spotlight article managed to not only increase the market anticipation for the game but also increase the internal pressure to complete and release the game as quickly as possible."

Then, after three years of extreme blood, sweat and tears, the project was cancelled. STI was dissolved shortly thereafter. In the end, the only Saturn Sonic titles were Sonic Jam (a repackaging of Sonics 1-3 and Sonic & Knuckles along with some cool bonus features); the racing game Sonic R; and Sonic 3D Blast, an extreeeeemely slooooow search/adventure game that was just a port of a Genesis title and not even 3D, really (it had an overhead isometric view). Pity the poor Saturn—the black box was buried without ever sporting a true example of its flagship character in action.



Freak Boy • Nintendo 64

Freak Boy's distinctive look was both a blessing and a curse. The starkly colored environments and the angular and very abstracted figure of Freak Boy himself were the antithesis of the typically plump, rounded N64 style. In addition, Freak Boy's body was literally fluid—he could absorb weapons, and their functions would vary depending on where they were placed within Freak Boy. But some at Virgin Interactive worried that the game was too different. Julian Rignall, vice president of Design at Virgin, says, "There were endless meetings; everyone had conflicting suggestions and directives for the development team, and it just went back and forth and back and forth." As it was continually delayed and placed on hold for further "improvements," the game was gradually poked and prodded and tweaked so much that it was no longer viable even if anyone was still willing to publish it.



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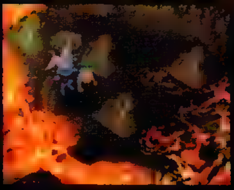

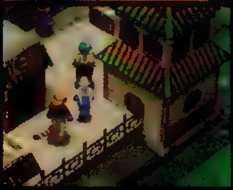

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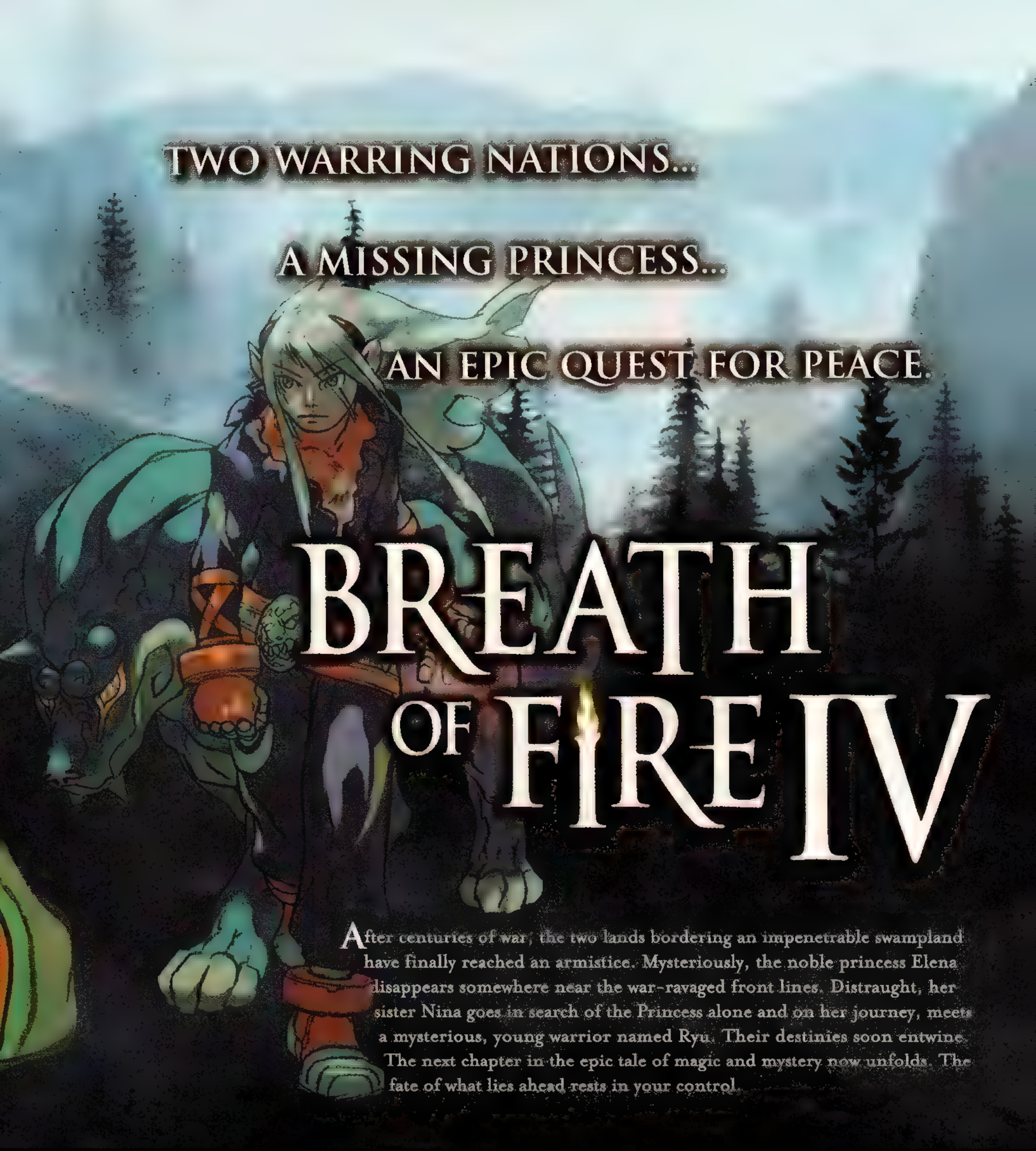
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After centuries of war, the two lands bordering an impenetrable swampland have finally reached an armistice. Mysteriously, the noble princess Elena disappears somewhere near the war-ravaged front lines. Distraught, her sister Nina goes in search of the Princess alone and on her journey, meets a mysterious, young warrior named Ryu. Their destinies soon entwine. The next chapter in the epic tale of magic and mystery now unfolds. The fate of what lies ahead rests in your control.

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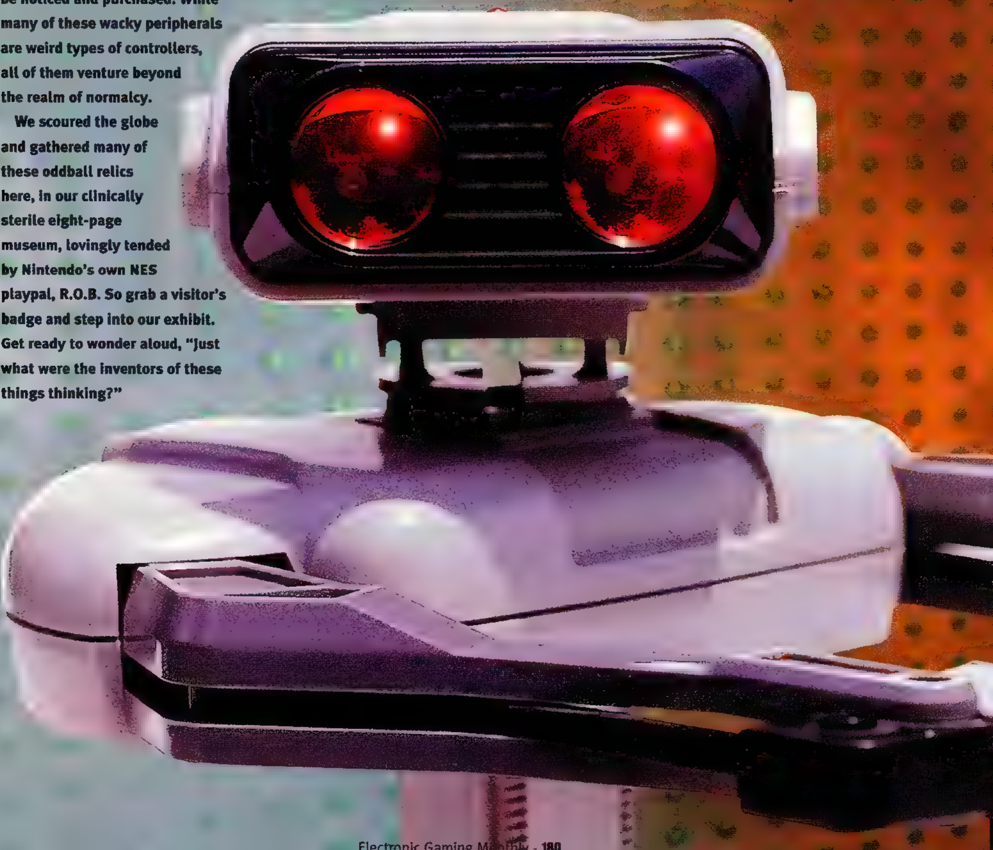
THEY LIVED!

Visit *EGM*'s exhibit of gaming's most infamously unusual gadgets, gizmos and doohickeys. (And, yes, each and every one of these things really existed.)

By Leonard Herman

In the world of video gaming, the need to be creative and innovative sometimes overshadows common sense. Occasionally some brave (or perhaps high) adventurer comes up with ideas that are just so ridiculous they stand out from the crowd. While whacked-out ideas frequently turn up in games that become hits (i.e., PaRappa The Rapper), the majority of them appear as peripherals—a market where there is less competition and more chances that the product will be noticed and purchased. While many of these wacky peripherals are weird types of controllers, all of them venture beyond the realm of normalcy.

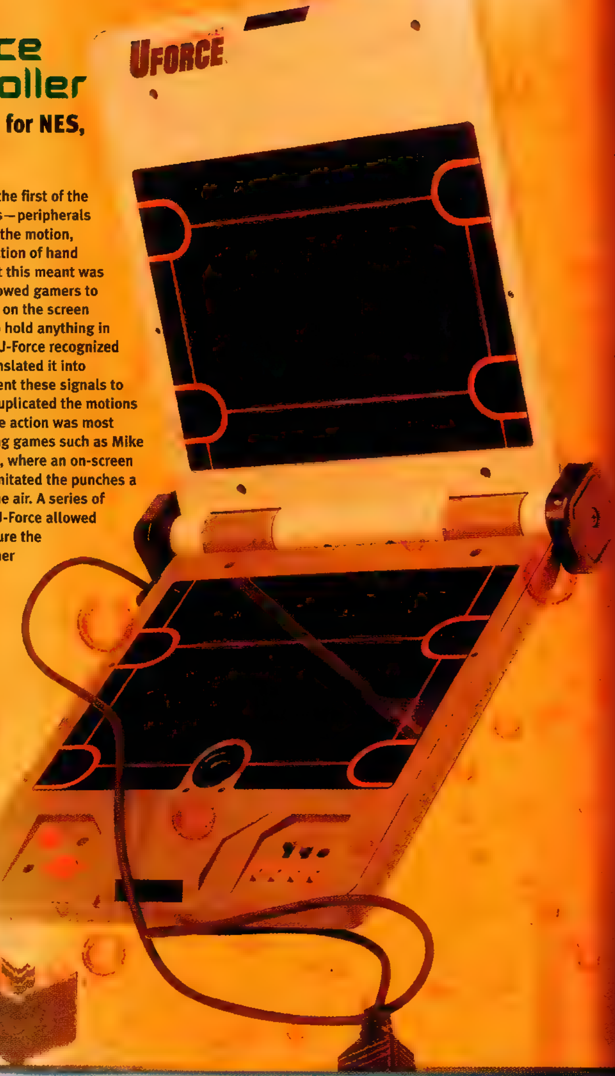
We scoured the globe and gathered many of these oddball relics here, in our clinically sterile eight-page museum, lovingly tended by Nintendo's own NES playpal, R.O.B. So grab a visitor's badge and step into our exhibit. Get ready to wonder aloud, "Just what were the inventors of these things thinking?"



U-Force controller

Broderbund for NES, 1989

The U-Force was the first of the virtual controllers—peripherals that could detect the motion, velocity and direction of hand movements. What this meant was the controller allowed gamers to guide the actions on the screen without having to hold anything in their hands. The U-Force recognized hand waving, translated it into commands and sent these signals to the NES, which duplicated the motions on the screen. The action was most apparent in boxing games such as Mike Tyson's Punchout, where an on-screen boxer instantly imitated the punches a gamer made in the air. A series of switches on the U-Force allowed gamers to configure the peripheral for other types of titles.



You know the rules.

575BWY
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ROCKSTAR 575BWY
11
ROCKSTAR SCKSTAR 575BWY
8
ROCKSTAR 575BWY
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10A
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11A
8
8A
9

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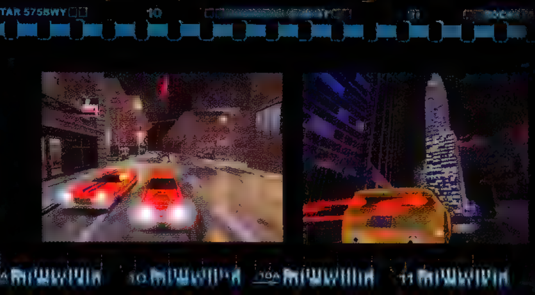
www.rockstargames.com/midnightclub

There are no rules.



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Angel TEEN ESRB counterbalance

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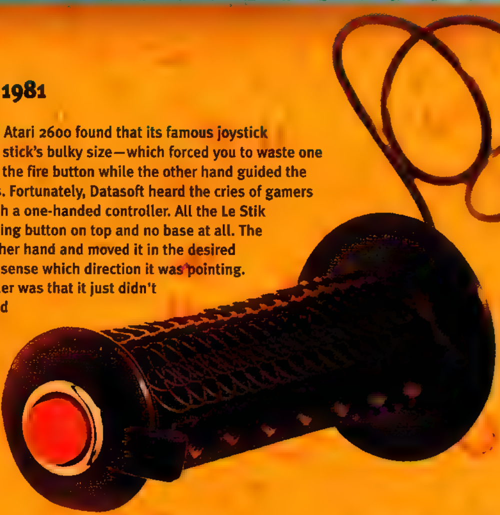
Le Stik

Datasoft for Atari 2600, 1981

Without a doubt many owners of the Atari 2600 found that its famous joystick controllers were difficult to use. The stick's bulky size—which forced you to waste one hand holding the base and pressing the fire button while the other hand guided the joystick—made for plenty of blisters. Fortunately, Datasoft heard the cries of gamers around the world and responded with a one-handed controller. All the Le Stik consisted of was a joystick with a firing button on top and no base at all. The game player held the stick in his or her hand and moved it in the desired direction. The stick used mercury to sense which direction it was pointing. The problem with this weird controller was that it just didn't work very well, and the player's hand tired quickly from holding it up even after a short session of gameplay. To the chagrin of one-handed players everywhere, the Le Stik was removed from the market quickly. Surprisingly no other manufacturer has since tried to release a similar controller for any other system, at least here in the U.S.

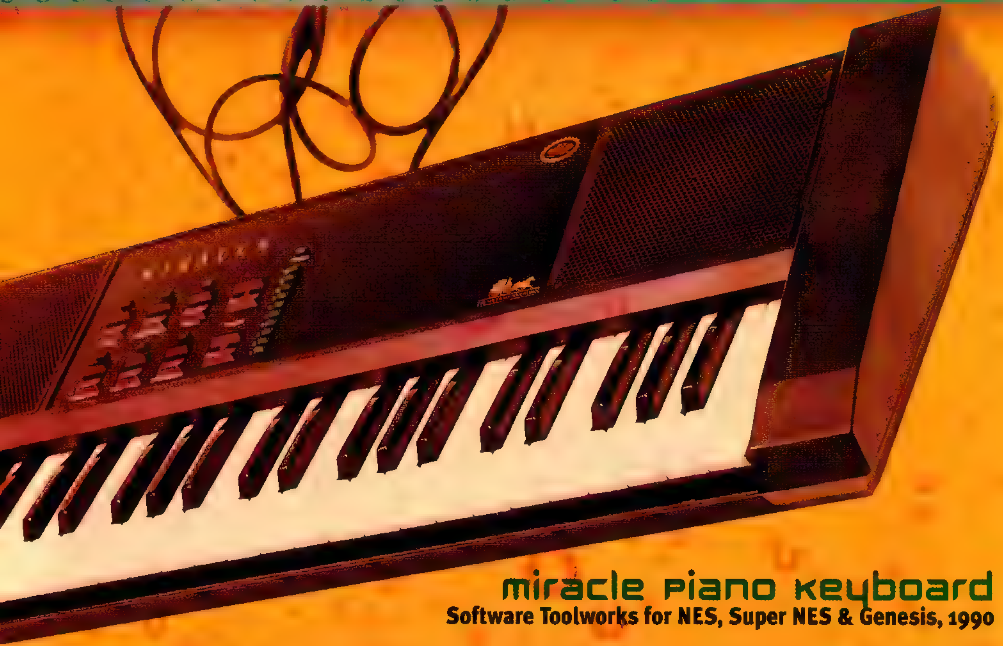


Tee-V-Golf & Batter Up

Sports Sciences for Super NES, 1994

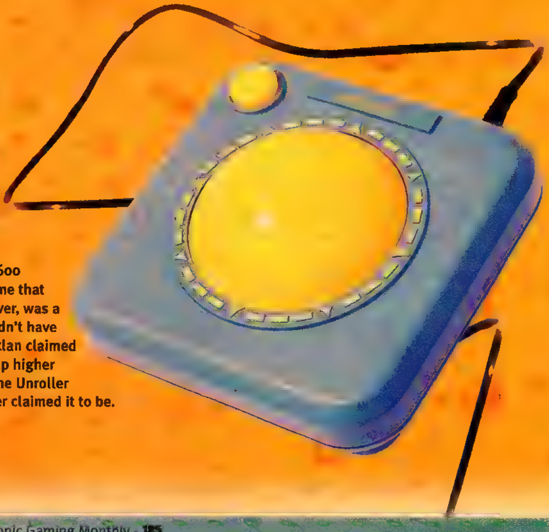
While video golf and baseball simulate the games well enough on-screen, pressing a controller button just doesn't cut it as an alternative to swinging an actual club or bat. When you get right down to it, your physical actions don't really differ whether you're playing video baseball, football or any other sport (unless you're video skiing with your Amiga Joyboard). Fortunately, Sports Sciences found a way to bring the joy of golf and baseball into one's home. The Tee-V-Golf system actually consisted of two components: a controller that looked like an actual golf club, and a plastic box that sat on the floor and hooked up to the Super NES. When the club was swung it sent data to the box, which then translated the info for the Super NES, which accepted it as if it came from an actual controller.

The rubber and plastic Batter Up plugged directly into the Super NES but worked in the same manner as the Tee-V-Golf. A player just had to swing the bat and it would evaluate the motions and send the data to the Super NES. While these two controllers may have seemed like a great idea on paper, their $70 price tag was more than players were willing to spend for deluxe controllers. The fact that the controllers only worked with a limited number of games didn't help their chances in the marketplace either.



miracle piano keyboard
Software Toolworks for NES, Super NES & Genesis, 1990

This peripheral, which was originally developed for PCs and later expanded to include video game consoles, was actually a full-size piano keyboard. Similar to Mattel's 1983 Music Synthesizer for the Intellivision, the Miracle Piano Keyboard taught gamers how to play the piano by mixing video games with solid instruction. The keyboard was a must for all who wanted to learn to play the piano. The only problem was its steep, over $100 price made it almost as expensive as the consoles themselves and priced above the budget of most consumers.



unroller controller
Roklan Corporation for Atari 2600, 1982

The base of the Unroller Controller looked like a standard 2600 joystick—but without the stick! In its place was a yellow dome that made it resemble a track ball. The Unroller Controller, however, was a whole different animal. It was actually a joystick that you didn't have to grasp—you just rocked it in the direction you wanted. Roklan claimed it would eliminate blisters and broken sticks while racking up higher scores. Still, the controller didn't catch on, proving that the Unroller Controller wasn't as revolutionary as its manufacturer claimed it to be.

Activator

Sega for Genesis, 1993

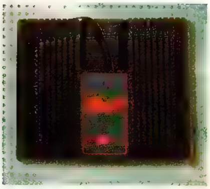
This octagon-shaped unit that sat on the floor was Sega's answer to the U-Force Controller. However, while the U-Force simulated hand motions, the Activator simulated actions made by the player's entire body. The unit consisted of eight modules that interlocked together, while the player stood within their center. When the Activator was activated, each of the eight modules sent infrared beams up toward the ceiling. By breaking any of these beams with his or her hand or foot or head, the player sent signals to the Genesis that were translated as button commands. The Activator was planned to be the nucleus of a virtual-reality system that Sega intended to market. Unfortunately, Sega shelved the Sega VR helmet, which left the Activator as a curiosity piece rather than the groundbreaker it had been meant to be. Bits of Activator technology survive today in the Dreamcast's Maraca controllers.

Joyboard

Amiga for Atari 2600, 1983

Simply, this was a controller you stood on. Leaning in any direction achieved the same results as if the joystick was pressed in that direction. Amiga designed a few games that allowed gamers to use body-English to play. None of these titles required the firing button, but a standard controller could plug into the Joyboard so any 2600 game that needed the fire button could be played.

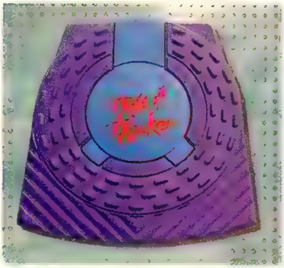
The Joyboard was packaged with Mogul Maniac, a skiing game. While it was fun and challenging the first few times you played it, the limitations of the 2600 really hurt Mogul Maniac's sense of realism. Amiga designed two other games for the Joyboard, a surfing title and a Simon-type memory game, but neither were released and Amiga moved on to the 16-Bit computer world shortly afterward.



Roll & Rocker

LJN for NES, 1989

Although at first glance this plastic contraption with a round bottom appeared to be similar to Amiga's Joyboard, the Roll & Rocker was not a controller at all. It was simply a device that wobbled when someone stood on it. A standard NES controller plugged into a port in the peripheral and all signals that were sent by the standard controller merely passed through the Roll & Rocker to reach the NES. Needless to say, gamers were not interested in wobbling while they played.



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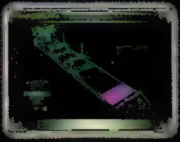

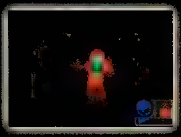

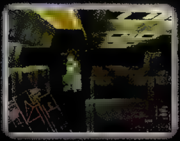

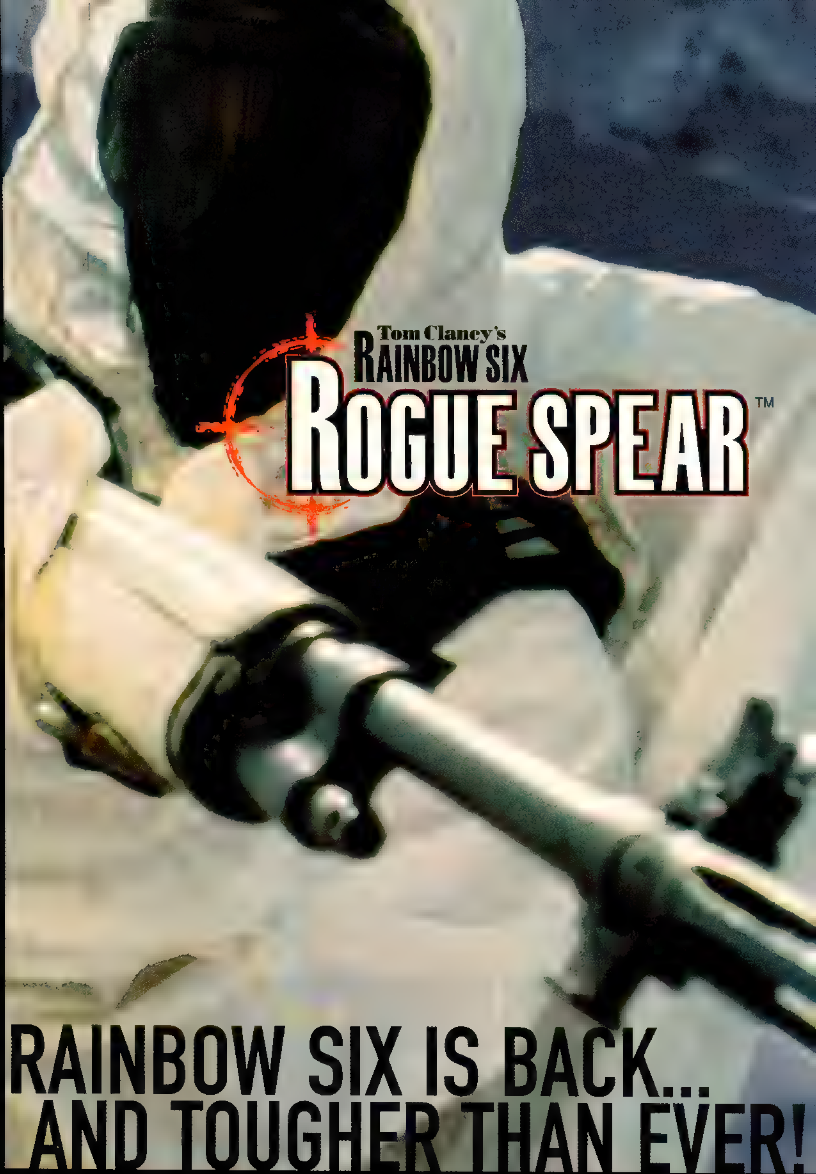
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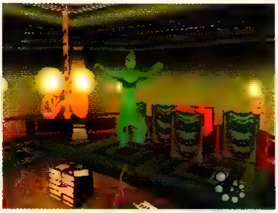

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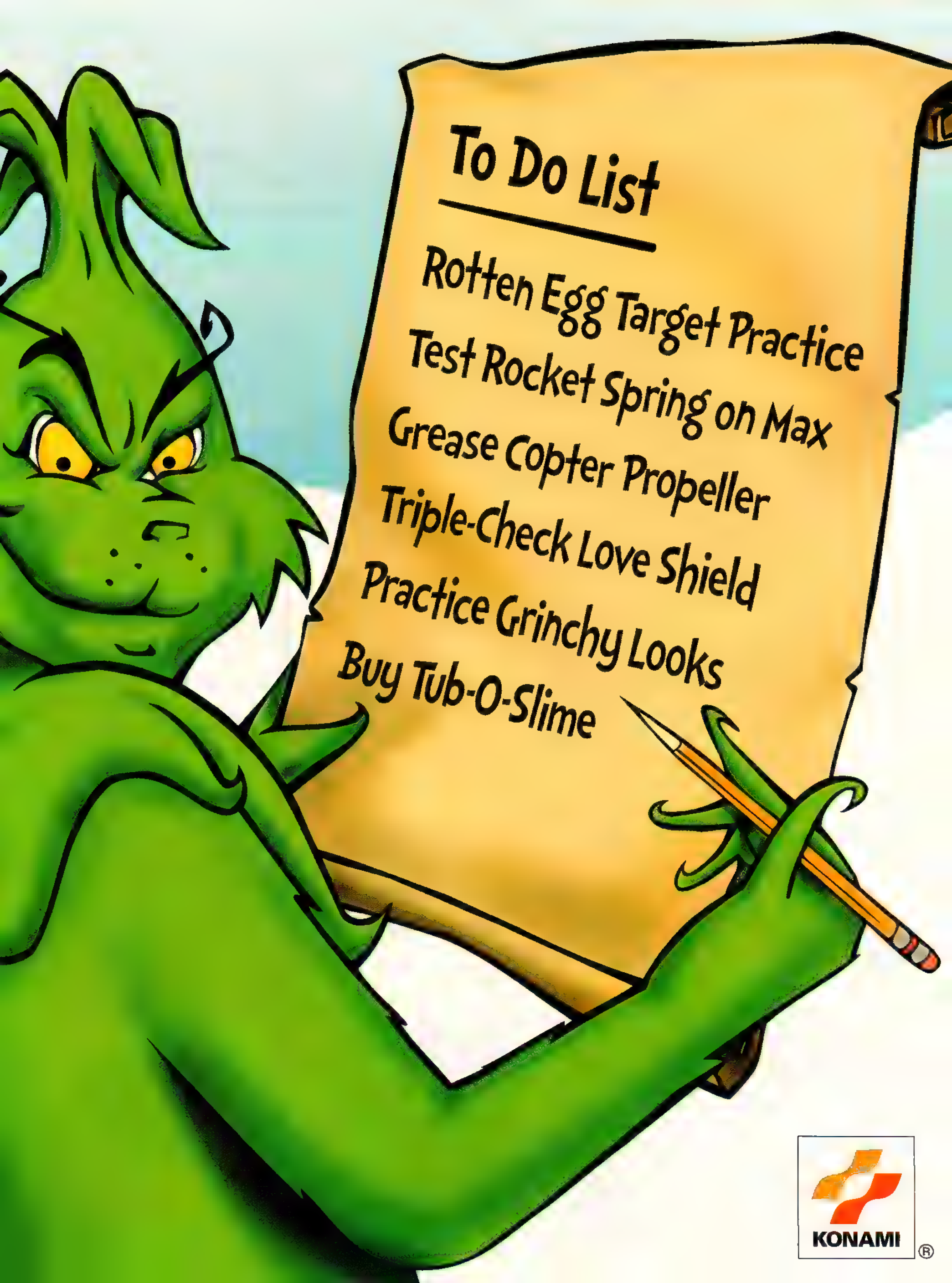
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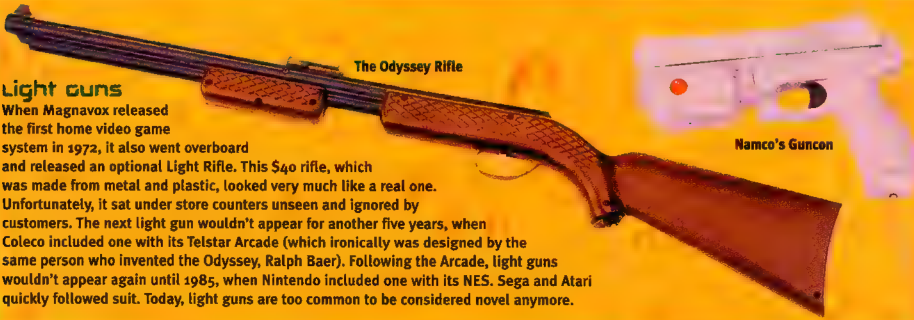
CRAZY IDEAS THAT MADE IT

While the majority of oddball peripherals that have been released for the various video game systems over the years were completely off the wall and never accepted in the marketplace, others have appeared that were simply ahead of their time. Although some of the following peripherals were never released, they later appeared, and were accepted, in a different form.



Light Guns

When Magnavox released the first home video game system in 1972, it also went overboard and released an optional Light Rifle. This $40 rifle, which was made from metal and plastic, looked very much like a real one. Unfortunately, it sat under store counters unseen and ignored by customers. The next light gun wouldn't appear for another five years, when Coleco included one with its Telstar Arcade (which ironically was designed by the same person who invented the Odyssey, Ralph Baer). Following the Arcade, light guns wouldn't appear again until 1985, when Nintendo included one with its NES. Sega and Atari quickly followed suit. Today, light guns are too common to be considered novel anymore.

Fishing Rods

Ever since Activision released Fishing Derby for the Atari 2600 back in 1981, developers have been coming up with ingenious ways to simulate video fishing. And 1999 was a banner year for armchair fishermen. That's when fishing controllers were first made available for the home. The jury is still out whether these controllers are fads, but the fact that they are available for the N64 (by Mad Catz), the PlayStation (by Agetec) and the Dreamcast (by Sega), is a good sign that these things will be around for a while.

The PGP-1, surrounded by the cheat gadgets it spawned.

Code-Altering Peripherals

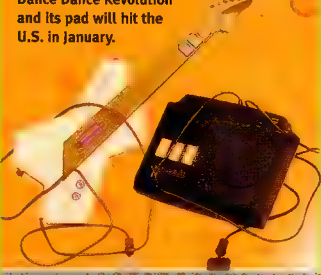
The PGP-1 (Personal Game Programming) from Answer Software was a $200 gizmo that plugged into the 2600's cart slot and let players alter features in a game by changing its binary code. The unit was released in small quantities and only a handful exist today. However, its idea lived on. Just look at the Game Genie and the Game Action Replay which paved the way for today's Game Shark.

Virtual Devices

In 1994, Aura Systems released its Super NES- and Genesis-compatible Interactor to a mostly disinterested audience. The Interactor was a vest that allowed players to feel the action on the screen. While this peripheral came and went in the blink of an eye, a similar concept is here to stay. The Rumble Pak for the N64, when you think about it, is actually a peripheral for a peripheral. Plug this tiny device into the N64's controller and it vibrates along with the action on the screen. The Rumble Pak's success paved the way for the built-in rumble of Sony's Dual Shock, as well as the DC Jump Pack. All future systems will feature some form of force-feedback controllers, too.

Music Peripherals

For a music game where you play guitar, dance or become a DJ, a special controller completes the experience. A wave of gizmos for these games followed the genre's popularity in Japan. Sega's DC Samba de Amigo and its maracas will be the first to come to the U.S., letting players "perform" the music in the game. In Japan, Konami—the master of the genre—has released a plethora of peripherals to use with the home versions of its music arcade games. Since Konami first released Beatmania 2nd Mix for the PlayStation with a turntable controller, basic or more expensive "pro" arcade-style controllers have been made for Guitar Freaks (a guitar), Pop'n Music (button pad), Drum Mania (a drum kit), Dance Dance Revolution (paneled floor pad) and Keyboard Mania (a keyboard). Konami's Dance Dance Revolution and its pad will hit the U.S. in January.



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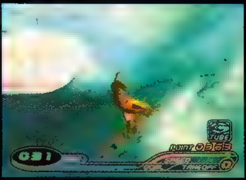

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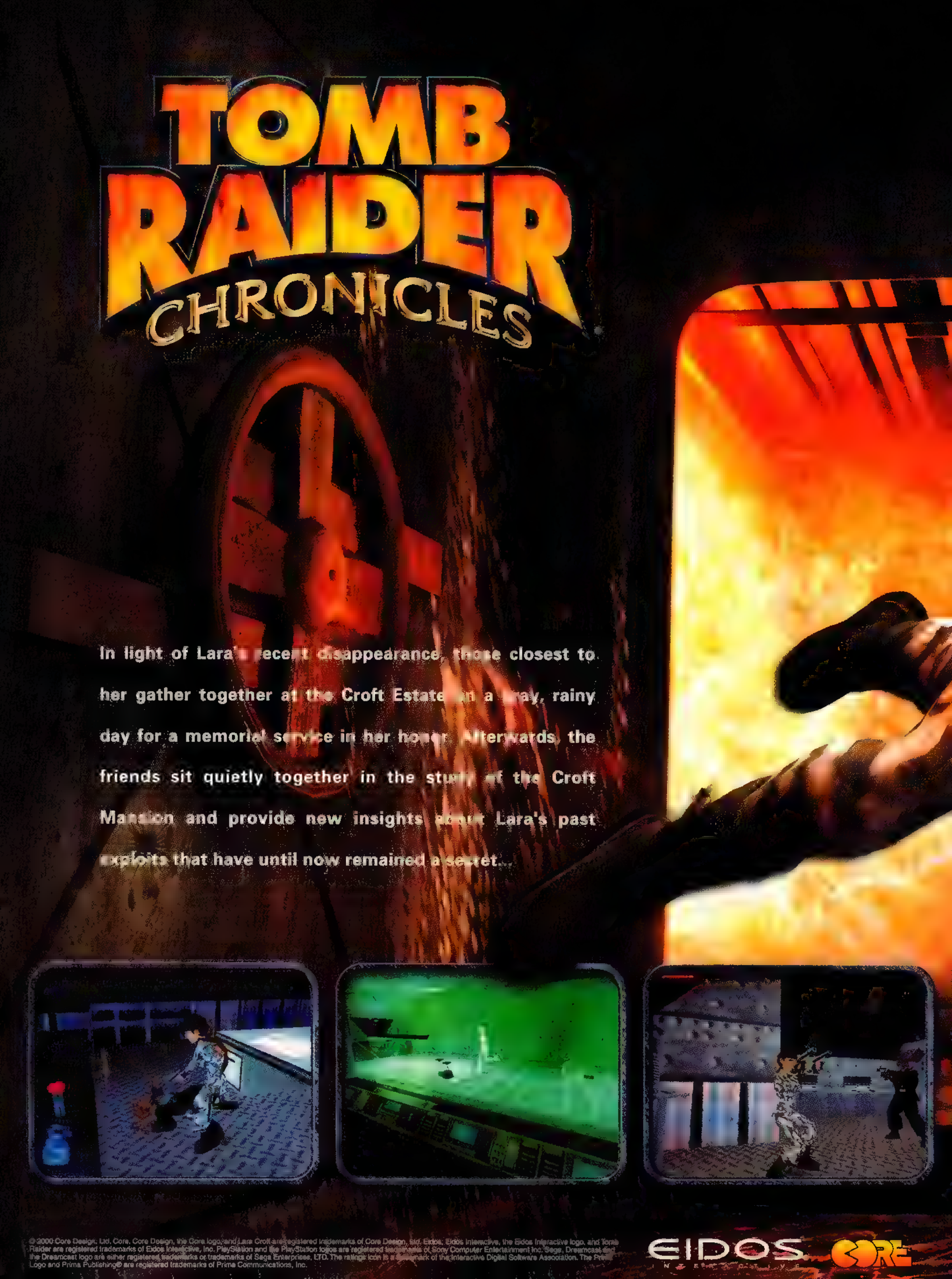

In light of Lara's recent disappearance, those closest to her gather together at the Croft Estate on a gray, rainy day for a memorial service in her honor. Afterwards, the friends sit quietly together in the study of the Croft Mansion and provide new insights about Lara's past exploits that have until now remained a secret...

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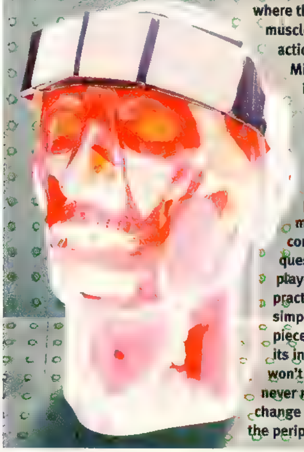
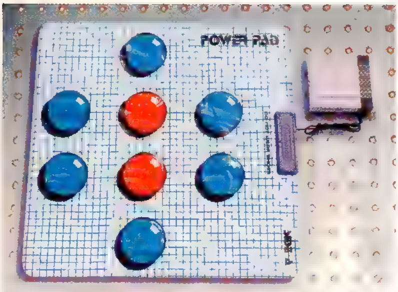
mindlink controller

Atari for the 2600, 1984



This unusual controller consisted of a band that detected electrical pulses in the game player's head and then transmitted them to the game console via the controller port. The Mindlink was to have been sold with Bionic Breakthrough, a Breakout-type game where the player used his head muscles to control the on-screen action. Atari promised future Mindlink cartridges that would include interactive games involving ESP and programs to monitor stress and enhance relaxation. The Mindlink may have become a major asset for handicapped game players who couldn't manipulate standard controllers. However, one must question whether the majority of players would have found any practical purpose for it, or would it simply have become a novelty piece that was not supported after its initial release. These questions won't ever be answered, since Atari never released the Mindlink due to a change in management shortly after the peripheral was announced.



The Power Pad

Bandai/Nintendo for NES, 1988

The Power Pad was the NES version of the Foot Craz Activity Pad. It was sold as part of a Family Fun Fitness package that included an Athletic World game cartridge. One side of the Power Pad sported eight control circles, which caused an on-screen character in Athletic World to do different things depending on which one you stepped on. The mat's underside displayed 12 numbered squares that could be used with an Aerobics cartridge. Nintendo fell in love with the Power Pad and bought the rights to it from Bandai, then packaged it with a NES control deck. Called the Power Set, this package sold for $179.95. Consumers tended to purchase other NES configurations that didn't include the Power Pad.

Foot Craz Activity Pad

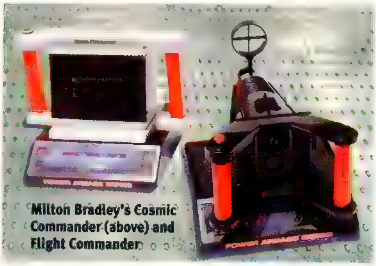
Exus Corp. for Atari 2600, 1987

This two-sided mat was sold with two cartridges, Jogger and Reflex. The player used the activity pad in conjunction with the two cartridges to exercise. While it was a good idea that may have been very popular had it been available three years earlier, the Foot Craz Activity Pad was released at a time when there was little interest in the Atari 2600. The result was that the pad received very little distribution and died a quick death.

cosmic commander/ flight commander

Milton Bradley for Atari 2600, 1983

The Flight Commander and Cosmic Commander were supposed to simulate the feel of actually being inside a spaceship or airplane cockpit. Both controllers featured flashing lights and sound effects and came equipped with target sites on one end and two grips that the game player grasped on the other. While viewing the screen through the sites, the player pressed buttons that were built into the grips and fired at the action on the screen. Now had this pair of controllers been light guns, they may have actually been fun and worth using time and time again. Unfortunately, they were not, so lining the sites up with the action on the screen really didn't serve any purpose. Both controllers were sold with games that had been designed for use with the controllers, but these games weren't fun at all and had no merit on their own. The sad truth was that the Cosmic Commander and the Flight Commander were pathetic toys rather than serious controllers. Milton Bradley later displayed the Tank Commander at the 1984 Toy Fair which was similar to the prior two controllers and thankfully never released.



Milton Bradley's Cosmic Commander (above) and Flight Commander

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NEWSFLASH: LIGHT DISCOVERED!

In what may prove to be the world's most profound scientific breakthrough since the battery, a new phenomenon dubbed "light" was recently unveiled in Guam. This so-called "light," observed by a renowned scientician, allows people to see in the dark. Of all those present at the announcement, manufacturers of handheld video game systems appeared most excited, as they could foresee a future when light would allow owners of portable systems to play them 24 hours per day. While most were utterly floored by the announcement, one company didn't seem so convinced of "this light thing"—let's refer to them as the Big N. "We've seen fads come and go," a Big N representative said after the incredible presentation. "We're going to play the wait-and-see game with this one." Not coincidentally, the Big N recently unveiled a new handheld machine that does not have a built-in "light" source. Scholars and kids alike are scratching their heads wondering how advanced the system really is.

STRICTLY TOPICAL

This mark's the first month of our Strictly Topical section, where we suggest a topic for you and your gaming chums to discuss. Then let us know what you think.

This month: Party games—aka games that concentrate on the multiplayer aspect over the one-player stuff. Is it as big of a deal as people think? Are there enough games like that out there? Should there be more? What do gamers want? After coming up with answers to these, and a few questions and answers of your own, shoot us an e-mail at: forcedfeedback@hotmail.com. We're interested in finding out what you think. We'll print the best responses right here in this section next month.

Staff Profile: Greg Sewart

Real Name: Gregory James Sewart, but people call me Psycho!

Alias: GJ, Surly, Jackie Sewart, Jimmy Stewart, Damn Foreigner

Occupation: Previews Editor for EGM, legal alien, wordsmith

Hobbies: Pointing out Canadian-born celebrities to the EGM staff, watching NASCAR races, listening to '80s pop music.

Favorite Video Games of all time: Metal Gear Solid, Sonic CD, Lunar: Silver Star Story Complete, Castlevania: Symphony of the Night, Dragon Force, Enemy Zero, F-Zero X, Final Fantasy III, Grandia, Gran Turismo 2, Sega Rally, Gunstar Heroes, Mega Man 2, Nights: Into Dreams..., Snatcher, Shadowrun, Shining in the Darkness, Streets of Rage 2.

How I got this job: Worked in local video game rental/sales chain (we didn't have EB). Toiled for five years on various Web sites. Sucked up to then-EIC of Expert Gamer. Bribed Immigration officials. Languished at XG for seven months. Bought coffee for Joe Funk and fetched Dean Hager's slippers. Landed cherry Previews Editor position. Plan to bring down EGM from the inside.

Favorite Radio Personalities: No one in particular. The guys who do all the legal-speak at the end of radio commercials are pretty impressive, though.

Favorite color: Red

Favorite Bands: Creed, Barenaked Ladies, Tragically Hip, Platinum Blonde, Bruce Springsteen, Matchbox 20, Men Without Hats, Blondie, Thomas Dolby, Great Big Sea.

Favorite Galaxy: The Ford Galaxy

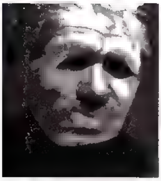
Words I hate: Sea Wart, Stewart (two common mispronunciations of my last name)

Phrase that pays: Take off, hosehead.

When I am not working I am: Begging for spare change on the streets of Chicago or fighting for the right to observe Canadian holidays in this godless land known as the U.S. of A (and the right to party).

If I wasn't working for EGM I'd be: Deported

I HATE ALL OF THESE CONFOUNDED VIDEO GAMING MACHINES



by Horatio L. Simmons

Back in my day, there was only one system: The Odyssey. We didn't need no new-fangled PlayStayshum, Intendo 60-somethin' er other or whatever else these crazy robutt makers are sending over here. Are they from Mars? I'm starting to think maybe this is another one of them there communist plots Did I tell you I served in the War? But I digress. Now we have all of these other derned machines coming out, and I just can't keep track. I'm old you understand, and most of the time technology scares the crap right out of my backside—but then so does the toaster when it goes off. Whoops, there I go again. Where was I? Oh yeah...keeping track of all of these new systems...bah! I don't wanna, to be frank with ya'. How many of these do we have coming out now? Five or a bakers dozen I reckon. What's a Gamecube? By George, when I was a tot we had one system with three games built in, and that was just fine with us. And I hear some of these contraptions are gonna' stick together somehow. Before long, it'll all be one big robot and no one will know which end is up. Again, sounds like some sort of socialist agenda. All parts being equal and that. Quite frankly, I don't know what I'm talking about at this point. I get confused sometimes. But EGM keeps askin' me to write somethin'. Oh, hey did I tell you the one about the monkey and the blowtorch...la de-dah de-dah de-dah...

HOT & NOT

@ EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and more. Note: Particular entries may or may not coincide with the opinions of particular staffers. Send yours to **forcedfeedback@hotmail.com**

HOT

- **Sega's holiday lineup**
- **Issues of EGM magically getting done without anyone being in the office**
- **Mr. T and his ability to come back**
- **Free Net access**
- **Spaceworld and Nintendo**

NOT

- **The state of the Dreamcast in a year or so**
- **Eating beans as a meal**
- **Mini-skirts and tight tops on guys**
- **Later that night after eating beans as a meal**
- **Reruns of Carnosaur on the USA Network**

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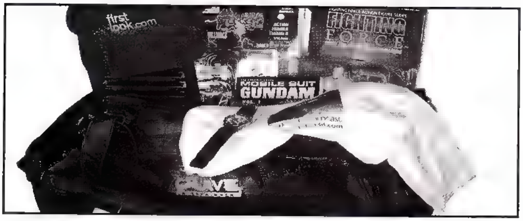

As you may or may not know, we get a lot of cool items from the companies we deal with on a regular basis. And yes, we do appreciate them, but all too often after looking at them for a while they end up sitting in somebody's cubicle or getting stored in a cabinet. Stuff like hats, shirts, pens, pieces of plastic, toys, games and other such things. So we thought, "Let's pass some of this fodder on to our readers, instead of just having it lay around." After all, better you enjoy this stuff than us. Like last month, read the instructions below, send in a postcard and you might just be picked as the winner! This doesn't cost you anything—**it's as simple as sending in a three-inch by five-inch postcard with your name, address and phone number on it to the address below.** We'll then pick one winner in a few weeks, and send out the goods

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2. Prizes: 1 Grand Prize. Each month the Grand Prize winner will receive a package containing miscellaneous items from the EGM offices with a total approximate retail value of at least $30. Winners shall be determined by a random drawing from all valid entries by EGM editors whose decisions are final. Drawing to be held on or about the last day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.
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5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "EGM Box O' Stuff Sweepstakes Winners List", PO Box 3338 Oak Brook, Illinois 60522-3338. Please specify for which month that you are requesting the list. Allow 4 weeks for delivery of winners list.
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7. Sponsor: This sweepstakes is sponsored solely by Ziff Davis Media Inc.

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WEB SITES

PHATTER THAN FAT

Thank you to all who continue to send us sites. We love checking them out more than we love G.I. Joe and Cobra T-shirts. As usual, here are all kinds of sites: Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. Send Web site submissions to **forcedfeedback@hotmail.com**

circlez.hypermart.net/index.html
www.old.com
www.eat.com
www.planeturine.com
www.word.com
www.crayzee.com
www.hothothot.com
www.muzak.com
www.heyheyhey.com
www.rerun.com
www.whatshappenin.com
www.carny.com
www.ihatetheweb.com
www.coke.com
www2.bc.edu/~giordake/company.html
www.cowboy.com
www.flies.com/horrorstories.html

* We cannot be held responsible for any of the material presented on the sites listed above. Parents or guardians may want to verify the content of the site(s) before allowing their children to venture forth. Remember to surf safely

EGM'S RANDOM QUOTE

"Who makes this goofy crap and thinks it's good?"

- Crispin Boyer, when he's playing a particularly frustrating and bad game for review. We've all been there, man.

ESAK LOSES TOE

While checking luggage at a Turkish airport, Esak (aka Eugene Sacarelli) lost the pinky toe on his left foot. According to eye-witnesses, Mr. Esak was emptying the contents of his fanny pack and ankle pouch at a security terminal when a freak accident occurred. His toe somehow slipped out of his sport sandal, and became severely wedged in the x-ray machine's conveyor belt. Chaos ensued. By the time paramedics arrived, the toe was far too mangled to repair, and was amputated at the airport. However, podiatrists from all over Europe are confident a prosthetic toe can be fitted and installed with little or no complications within the next six months. While it is unsure how long this injury will lay him up or what long-term effect it will have on his career, Esak remains in good spirits in an upscale Prague hospital. The International Wrestling star was on his way to Spain to defend his Turkish Wrestling Federation Championship title against a mysterious wrestler who would not disclose his name.

FAILURES TIME AND TIME AGAIN

Sometimes, failed oddball peripherals just don't stay dead. They return in another form years later and even for different systems. Here they are—the gadgets that just couldn't get a break:

Mattel's Power Glove

Game Gloves

Mattel's re-emergence into the video game industry came with one of the first weird peripherals for the NES. The Power Glove fit exactly like a glove over a player's right hand and controlled on-screen action with a mere flick of the wrist. While the Power Glove sold moderately well as a novelty controller, there really wasn't much interest in it for it to have any lasting value.

The idea, however, didn't die. Anaphase Unlimited introduced a similar glove for the Super NES and Genesis in 1994. It received little publicity and faded very quickly. In 1997 Reality Quest felt that the third time was the charm, and they released The Game Glove for the PlayStation. The Game Glove received excellent reviews and was available in most stores, which allowed it to enjoy moderate success.

Unfortunately the success was fleeting. Reality Quest released an N64 version in September 1998, but it wasn't nearly as successful as its PlayStation counterpart. Eventually both Gloves joined the ghosts of game gloves past.

Reality Quest's PS Game Glove

3D Imagers and VR Headsets

Several companies have developed peripherals to simulate 3D effects. The chintziest was from Amiga, which developed 3D games that needed paper glasses with red and blue plastic lenses. These were never released. At around the same time, Milton Bradley released 3D glasses that employed LCD technology for its Vectrex system. Unfortunately, the glasses were released at a time when the Vectrex was being fazed out. Distribution was light and the 3D Imager became a rare collector's item. Sega released a similar pair of glasses for its Master System in 1987. Sega again attempted to enter the 3D realm in 1993 with its unreleased Sega VR headset for the Genesis. Atari showed off a similar unreleased headset for the Jaguar.

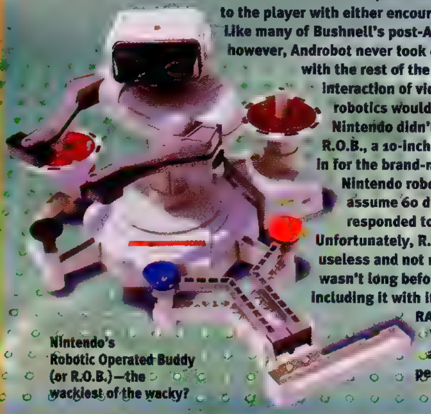
It is doubtful that we will ever again see 3D glasses, and don't expect VR headsets for video game systems anytime soon. They're just too costly and unwieldy right now. Companies have given up on trying to give us a true 3D effect and are satisfied with the 3D polygonal visuals delivered in today's games.

Sega's 3D glasses

Prototype Jaguar VR headset

Robots

In 1983, world-renowned business establisher Nolan Bushnell started up a company called Androbot to bring robots into the home as servants. One product that Androbot was going to release was a small foot-high robot called Androman that was joystick-controlled via a remote-control infrared signal. Androbot planned to sell Androman with an Atari 2600 game cartridge, a transmitter, a mat and a set of game pieces. The gameplay shifted between the TV screen and the mat Androman resided upon. After a certain number of points had been accumulated on the screen, Androman had to navigate through an obstacle course and had to contact the pieces that had been distributed around the mat. In addition, Androman was able to speak to the player with either encouragement or warnings. Like many of Bushnell's post-Atari enterprises, however, Androbot never took off and Androman died with the rest of the company. The interaction of video games and robotics would have died then if Nintendo didn't decide to include R.O.B., a 10-inch-high robot, as a pack-in for the brand-new NES in 1985. The Nintendo robot had the ability to assume 60 different positions as it responded to on-screen actions. Unfortunately, R.O.B. was pretty useless and not much fun, and it wasn't long before Nintendo stopped including it with its consoles. The age of RAV (Robotic Aided Videogames) came to a sudden and permanent halt.



Nintendo's Robotic Operated Buddy (or R.O.B.)—the wackiest of the wacky?

ACTION BASS

PlayStation
NTSC U/C
PlayStation
ACTION BASS
EVERYONE
E
CONTENT RATED BY ESRB
SLUS-01248
01248
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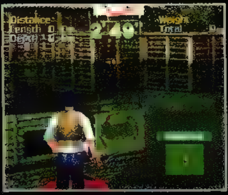
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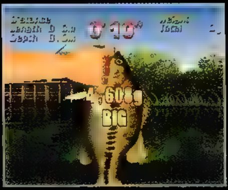
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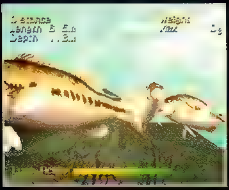
BIG


Distance
Length 5
Depth
Weight
Max

After a hard day of fishing under the sun or competing in a tournament, you look with awe at the trophies your angling skills have awarded you. In this action-packed arcade style fishing game, the player can either spend time leisurely casting across lake waters waiting for a bite on the line or they can enter an intense fishing competition where the only fish that matters is the biggest catch of the day. Along the way players will face all sorts of challenges including shifting water conditions, unstable weather and even more skilled opponents as he continually attempts to outwit the wily bass during each season of the year. Amazingly realistic fish behavior ensures that no fish is caught without a fight and that reeling in a winner delivers optimum angling action excitement.

- Tournament-style Challenge Mode, free-wheeling Free Mode, and an Extra Bonus Mode.
- Lure Action Gauge allows the player to monitor lure movement easily.
- Enjoy watching fish (up to five heaviest) you brought back in the Aquarium Mode.
- Five diverse lures are available at the beginning, covering a wide range of water conditions and lure movements. More lures will be available as the player gains experience.
- Wide variety of "lure action" possible to attract bass, some requiring retrieving or rod movements only, others requiring skillful combination of the two.

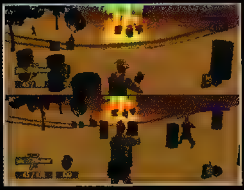
$9.99* GOT GAME? $9.99*

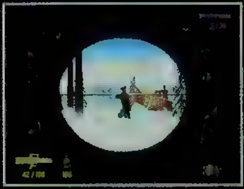
*[illegible]

WWW.TAKE2GAMES.COM

SPEC OPS:
STEALTH PATROL

PlayStation
SPEC OPS:
STEALTH PATROL
TEEN
T
CONTENT RATED BY ESRB
SLUS-01131
01131





Welcome to the US Army Rangers, one of the toughest and most elite of the world's military task forces. Your main objective is to control your team of Rangers and eliminate opponent targets while completing mission sub-tasks in the time allotted. Choose between stealth or all out frontal assault- it's up to you. 3D action, time pressure and realistic combat will keep you begging for more.
Immersed in huge, outdoor 3D environments you and your team members must successfully execute your tasks which revolve around several different mission objectives including reprisal attacks, seize and destroy missions, counter-terrorist attacks and raid and destroy missions. Each environment is unique, not only in look and feel, but in game play as well. With the emphasis on action and realism, navigate your team with guns blazing or silently under the cover of darkness across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

Do you have what it takes? Will you be able to complete your mission, though you may be the lone survivor?

- 5 intense mission campaigns each with numerous sub-missions based on real activities carried out by the US Army Rangers
- An arsenal to choose from including shotguns, grenades, machine guns, sniper rifles and more
- 3 difficulty levels - Private (Easy), Corporal (Medium), Sergeant (Difficult) offers massive replay value
- In the 2 Ranger option the player has simultaneous control of 2 Rangers
- Create an inventory filled with hi-tech equipment to aid the Rangers in their tasks - GPS navigation for moving through dense landscape, tripwire mines to booby trap enemies, nightvision goggles for stealth accuracy, med kits for injury repair and more

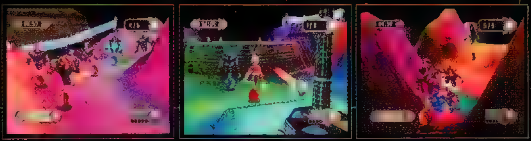
$9.99* GOT GAME? $9.99*

WWW.TAKE2GAMES.COM

BALL BREAKERS

Roll with the punches! Roll over the competition!

PlayStation
BALL BREAKERS



SPIN JAM

Ultra-addictive arcade action puzzler!!!!!!!!!!

PlayStation
Spin Jam
PUZZLED? YOU WILL BE

SELECT PLAYERS
POPPY
GILLY

MARTIAN GOTHIC

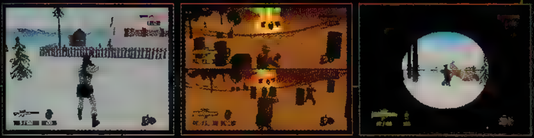
Horror on an intergalactic scale!!

PlayStation
MARTIAN GOTHIC

SPEC OPS:
STEALTH PATROL

The enemy is expecting you tomorrow. You're already there!

PlayStation
SPEC OPS
STEALTH PATROL



PRO-PINBALL
BIG RACE USA

PlayStation
PRO-PINBALL
BIG RACE USA

Pro Pinball: Big Race USA delivers more adrenaline-pumping action than your brain can handle!

$9.99* GOT GAME? $9.99*

*Suggested Retail Price

WWW.TAKE2GAMES.COM

PlayStation
SPEEDBALL 2100

SPEEDBALL 2100

Extreme sports have been taken to the next Level!

PlayStation
GRUDGE WARRIORS

GRUDGE WARRIORS

There is no such thing as friendly fire.

PlayStation
Ford
RACING
empire

FORD RACING

Pulse pounding white knuckle action of ford racing is here!!

PlayStation
PRO-PINBALL
FANTASTIC JOURNEY

PRO-PINBALL
FANTASTIC JOURNEY

Steam powered time travel will whisk you away into the world of pinball.

* Suggested Retail Price=$9.99.

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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

PlayStation

$9.99* GOT GAME? $9.99*

WWW.TAKE2GAMES.COM

Review Crew

This Month...

It's official. We here at *EGM* hereby declare this month's games to be: awesome! Seriously, it has to be the best month for video games ever: First of all you have the PlayStation 2 hardware launch, along with quality titles like NHL 2001 (reviewed this month), SSX, and Madden. But even if you aren't lucky enough to track down one of the new Sony systems (and it sounds like that'll be lots of you) there's Majora's Mask, NFL 2K1, Final Fantasy IX, Pokémon Puzzle League and The World is Not Enough to keep you busy. In fact, with all those great games you may wonder how you'll ever find the time to play them all. How do we do it? Two words: Completely sever all ties to the outside world. Wait, that's more than two. Sorry, we're tired.

Crispin Boyer

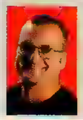
Cris just got confirmation that his pre-ordered PlayStation 2 will arrive on Oct. 26. Looks like he won't have to sell a kidney to nab a PS2 off eBay after all.

Favorite Genres: Action, Adventure

Jonathan Dudlak

Fresh off a Sony event in San Francisco, moving, and a week of deadline, Jon's planning a quiet weekend at home with Tony Hawk 2 and a case of RC.

Favorite Genres: Fighting, Action



Joe Funk

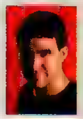
Joe got a puppy named Stampy. He sits on Joe's lap while he's smoking baddies in Silent Scope, so Joe can do some killin' and cuddlin' at the same time.

Favorite Genres: Sports, Action

Dean Hager

Dean decided the time was right to stop dating Courtney Love, because, as he states, "That mama isn't happenin' any more." Notice the gleem in his teeth.

Favorite Genres: Sports, Racing



Chris Johnston

Now that *EGM*'s old Tetris Attack pros are no longer around, CJ is the unchallenged champion of Pokémon Puzzle League. Bring the noise!

Favorite Genres: Adventure, Puzzle

Kraig Kujawa

Kraig hated wearing the "black T-shirt" used in this photo so much that he started throwing fireballs at everyone within his range-of-vision. We need aloe.

Favorite Genres: Sports, Strategy

Our Awards

Platinum Awards go to games that get three 10's, the best and rarest review a game can get.

Gold Awards go to games whose average score equals 9.0 or higher.

Games that average at least an 8.0 receive **Silver Awards.**

Dan Leahy

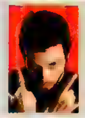
Leahy got too much of a rise out of his being digitized into the PS version of UFC. We had to have Greg Sewart do a "Moosehead" on him. Ouch!

Favorite Genres: Sports, Action

Ryan Lockhart

This month Ryan left the warm confinements of the West Coast office and braved his first deadline in Chicago. They say the shaking will stop. One day.

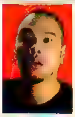
Favorite Genres: Adventure, RPG



Mark MacDonald

Ever since he grew a goatee, Mark's been acting funny. He talks about some "Dark Lord," strikes poses like the one here, and his cube smells like entrails.

Favorite Genres: Action, Adventure



James Mielke

The Milkman hasn't stopped touching his fuzzy head since deciding to let his hair grow back to rockstar lengths. Now for that leopard-skin cowboy hat.

Favorite Genres: Fighting, RPG

Andrew Pfister

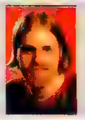
Recent computer woes forced Andrew to swear off all things mechanical. He's now asking publishers for games in text form so he can keep working.

Favorite Genres: RPG, Action

Greg Sewart

Greg's depressed. It's either because GT3 is delayed until next year or 'cause he's envious of Mark's ability to grow a full goatee in nine minutes flat.

Favorite Genres: Racing, Action, RPG



Shawn Smith

Life at college just isn't the same as it was at *EGM* for SS. Now he eats canned meats, not choice sirloin, and drinks rubbing alcohol instead of fine wines.

Favorite Genres: Action, Adventure

Our Philosophy

10 9 8 7 6 **5** 4 3 2 1 **0**

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

Game of the Month

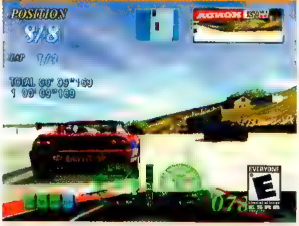
Zelda: Majora's Mask **Pg.209**

A platinum award, two months in a row? Have we gone soft? Play Nintendo's latest masterpiece before you answer; it's a stunning achievement in game design. Only Zelda could pull out Game of the Month honors against heavy competition like FFIX and NFL 2K1.

EDITORS' CURRENT FAVES

1	Legend of Zelda: Majora's Mask	Nintendo
2	Final Fantasy IX	Square EA
3	Pokémon Puzzle League	Nintendo
4	NFL 2K1	Sega
5	The World Is Not Enough	Electronic Arts
6	Medal of Honor: Underground	Electronic Arts
7	Midnight Club: Street Racing	Rockstar
8	Tony Hawk's Pro Skater 2	Activision
9	Capcom vs. SNK	Capcom
10	Chrono Cross	Square EA

F355 Challenge: Passione Rossa



Publisher:	Acclaim
Developer:	AM2/Sega
Featured In:	*EGM* #134
Players:	1-2
Supports:	SegaNet, Jump Pack
Best Feature:	Amazingly realistic graphics
Worst Feature:	Steep learning curve
Web Site:	www.acclaim.com

Daytona USA was a great game, but it's been a long and winding road since the release of that classic. No Sega racer has quite captured the imagination like Daytona did, which brings us neatly to Yu Suzuki/AM2's F355 Challenge. Originally released as an arcade game (featuring three monitors replicating your driver and passenger side windows), the game plays much more like a simulator than anything else. **The learning curve is so steep that finishing in the top three is a mighty feat indeed.** Although the in-game tutorial shows you the perfect lines to drive, and when to apply the brakes, etc., the game is still punishingly difficult. Having actually raced on Laguna Seca, I can say that AM2's attention to detail is on point. That track alone is a pinpoint replica of the real deal. Subtle nuances in track detail, like inclines and chicanes are exact, as are roadside markers and geographic landmarks. From the looks of things, the other tracks (of which there are quite a few) are all as carefully constructed. The car models are also quite stunning, and the in-cockpit view is great (it's also the only view available). By the way, the game controls much, much better if you have the Sega/Agetec steering wheel. May I also mention that Sega's obsession with horrible '80s guitar-rock has got to stop? The miserable sub-Winger soundtrack is best turned down. Technically excellent, but not hardcore. Just hard. **Milkman**

Complete mastery of the analog controller and trigger buttons is the only way you'll have a prayer in this game. For those of us who don't mind the challenge that's fine, but for the casual racing gamer F355 presents an almost unattainable goal. Prepare to finish mid-pack a *lot* before reaching the podium. Even though this is hands-down the best-looking racer on the Dreamcast to date, **the sensation of speed just isn't there at all.** The game always looks like you're in second gear or something. Normally a racing game developed by Mr. Suzuki is a no-brainer, but I definitely suggest renting this one before you consider paying full price. **Greg**

Never before has there been a more appropriately titled game—you drive an F355, and man, is it a challenge. Across a healthy assortment of tracks, the game offers assistance to the point of driving the car for you to make things easier, and a helpful ramp-up training program softens the shock of realistic racing. But taking full control of the Ferrari yourself just can't happen without a ton of practice. While necessary for real racecar drivers, extensive training is not something that a lot of gamers are going to enjoy or even bother with, so unless you're willing to endure major frustration to master this racer in the end, **take this one for a test drive before buying.** **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
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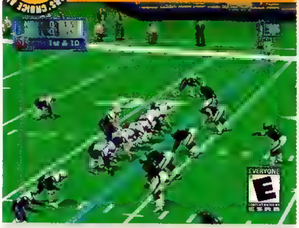
NFL 2K1

EGM GOLD
EDITORS' CHOICE AWARD



Publisher:	Sega Sports
Developer:	Visual Concepts
Featured In:	*EGM* #134
Players:	1-8
Supports:	SegaNet, Jump Pack, VMU
Best Feature:	Online play
Worst Feature:	Online mid-game quitters
Web Site:	www.sega.com

NFL 2K1 is a fist to the heart of video game football. Remember the juicy polygons and cool innovations of GameDay '98? Exciting stuff, huh? Sure, but it doesn't even come close to describing the heady, esoteric buzz of playing NFL 2K1 online. Check out the full SegaNet review on page 28 of this *EGM*, but for this review's purposes, all you need to know is that there are plenty of quality opponents out there. And it's amazing how quickly the 2K1 community has flourished. It only took me two weeks to develop a list of regular, hard-nosed ballers who can be found on any given night. This game has ripped a hole in my time/space continuum and I'm still waiting to get my life back. **The gameplay of 2K1 is gridiron action at its finest, as Visual Concepts improved on last year's title in every meaningful way possible.** The running game is robust and the blocking schemes are great. Passing the ball requires masterful precision and touch. Playbooks are generous and varied. Even the kicking game received a minor tweak (moving arrow) which works to perfection. Defensive play is ultra-responsive. Move offline and you've still got all the great gameplay and a new franchise mode to keep you coming back. But really, once you've laid the cleats to a couple of online chumps it's hard to go back to CPU games. The only thing bad about this game is time spent not playing it. Buy it, sign up for SegaNet...and look for Hossman. **Dan**

I caught some flack for "only" giving NFL 2K an 8.5. I'll admit it was impressive, but overall it still had room for improvement. Well, lo and behold all the things I was concerned about have been polished up. **The passing game is much tighter and precise.** The "floaty" toss syndrome has been cured thanks to variable velocity throws. My other point of contention—the unforgiving running game, is more rewarding as well. Graphically it's not quite as pretty, but if a slight loss in resolution means faster game speed, I'm all for it. I only wish the tackles were more hard-hitting, but in light of everything else (including the great Internet play) it's awesome. **Dean**

It's amazing how Visual Concepts seems to be able to keep pushing football games to the next level. This game is immeasurably better than its predecessor, and even tops the PlayStation 2 version of Madden 2001 in many ways. In fact, I think it's a bit more fun, not to mention it's online, too. In addition to fixing the running game, the realism has been improved and a lot of new modes were added for hardcore players. The Franchise Mode is impressive, but the cutesy ovular interface just has to go. If it weren't for the clumsy menus and annoying playcall screen, I may have given this a 10, but it doesn't matter—**if you like football, this is a must-have.** **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
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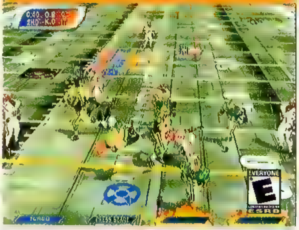
NFL Blitz 2001



Publisher:	Midway
Developer:	Midway
Featured In:	*EGM* #131
Players:	1-4
Supports:	VMU, Jump Pack
Best Feature:	New mini-games
Worst Feature:	Too much loading
Web Site:	www.midway.com

When Blitz first arrived in arcades and on the PlayStation, I was hooked, and so was just about everyone else around here. But when this latest version hit the office no one really seemed to care. Even though it's still a good game, and has many improvements over the original, it seems that there's a certain magic that this series has lost. The simplistic, no-holds-barred gameplay Blitz is known for is marred by complexity in 2001, due in part to selectable playbooks, play editors and a sophisticated playcall screen. The graphics, once the crown jewels of this franchise, have fallen behind the Dreamcast curve, especially against the likes of NFL 2K1. While the over-the-top hits and carnage are still amusing, they just don't have the same impact they used to. Probably sensing that the franchise was starting to feel stale, Midway did add some cool new mini-games like the QB Challenge, Goal Line Stand, and 1st and Goal Frenzy—all situational challenges that must be completed for points. While they are nice, they aren't as fun as the Madden Challenges in Madden 2001 and isn't the jumpstart that fans of the series want. Online play would have been more of what the doctor ordered. Instead, **Blitz 2001 is an unambitious game that I can only recommend if you don't already own any other titles in the series.** That's probably the only way you can enjoy it as much as I did a few years ago. **Kraig**

There's a lot to like about Blitz 2001, not only for fans of the series but newbies as well. A shiny new face-lift has the players looking slightly more compact and detailed, but still "Blitz-like." The fields and stadiums have been infused with extra detail as well. Other changes include new mini-games, more plays and revamped AI. **It's tough to tell if the game is actually smarter**, or dumber for that matter. I can't find anything out of the ordinary, or at least it seems as competent as last year's title. The one thing I don't like are the new menus. For some reason they went with lots of small generic type—it's really ugly. Beyond that, it's a great edition of Blitz. **Dean**

The prerequisite roster updates, uniform colors and gameplay tweaks are all there, but I've always preferred real football sims to the Blitz series. This game continues the Blitz tradition of **blending arena football, professional wrestling and smack-talking into frenzied, over-the-top, arcade-style mayhem.** NFLB is a great-looking and feeling game once you're on the field, but the menu system is a little confusing. On the upside, you don't have to know the play-calling tendencies of the Jacksonville Jaguars (or your favorite team) in order to have fun, you just have to be a little quicker than your opponent at changing directions and button-mashing. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
[illegible]	[illegible]	[illegible]	[illegible]

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SCORE: 592

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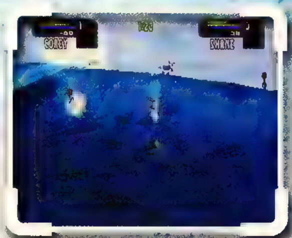
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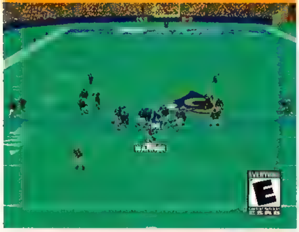
NFL Quarterback Club 2001



Publisher:	Acclaim
Developer:	Acclaim
Featured In:	*EGM* #135
Players:	1-4
Supports:	VMU
Best Feature:	Decent graphics
Worst Feature:	Crazy AI
Web Site:	www.acclaim.com

I'll admit this edition of Quarterback Club is much improved, but in light of the devastating competition, it only has a small chance of surviving the holiday season. And now that Madden PS2 and NFL 2K1 are established as both great-looking and great-playing games, the stakes are even higher. QB Club 2001 can't fall back on its looks anymore. Still, if you're a fan of the series you're going to like the improvements. To start with, the passing game doesn't require you to press a button to catch anymore. That was a major hassle and a stupid idea to begin with. Running the ball, while still sketchy, is much easier as well—I found myself enjoying that portion of the game this time. And last but not least, the crazier AI glitches have been cleared up. **Defenders aren't running away from the ball as much**, or doing completely brainless things. Now the bad stuff. The control configuration is totally illogical. The triggers are used to switch players and the "B" button is the dive tackle—it's really awkward. After years of playing Madden and GameDay with the "switch-and-dive" buttons right next to each other, it's darn near-impossible to change. Last complaint: The camera shouldn't pull out so far after the snap. It disrupts your concentration by making you strain to find your receivers. Oh, one more thing, the play-by-play commentary could be more exciting. While the improvements are nice, it's too little too late. **Dean**

There's no way on Earth I can recommend anyone bothering with this when NFL 2K1 is here, complete with online play. QBC has become more irrelevant as the years have gone by, and even though this one is slightly better than last year's, I can't imagine any reason someone would want to buy it. It's not a bad game, it's just very mediocre. There are few high points: The play by play is cool and some aspects of the game are realistic, but that doesn't make up for the choppy gameplay and shoddy controls. The graphics aren't bad, but they have a sterile feel to them. QBC just isn't exciting to watch or play, and NFL 2K1 makes its flaws even more obvious. **Kraig**

It's almost comical that Acclaim decided to continue this series on Dreamcast. Yeah, maybe the big "A" can get away with pushing this junk on N64 owners, but DC fans have already experienced the brilliance of NFL 2K and expect more of the same from 2K1. **Needless to say, the Club, along with cover boy Brett Favre, is in need of a mercy killing.** Just touching on a few drawbacks: poor menu interfaces, a lack of customizable controls, shoddy AI, goofy animations and no real innovation whatsoever (wait, I did see a player slip and lose his footing in the snow!). QBC2001 is better than QBC2000, but that's like saying the flu is better than pneumonia. **Dan**

VISUALS	SOUND	INGENUITY	REPLAY
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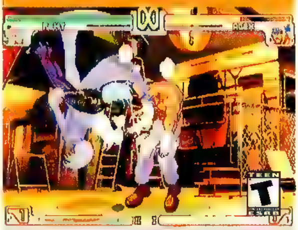
Street Fighter III: Third Strike



Publisher:	Capcom
Developer:	Capcom
Featured In:	*EGM* #134
Players:	1-2
Supports:	Jump Pack
Best Feature:	Arcade-perfect gameplay
Worst Feature:	Missing combos from Second Impact
Web Site:	www.capcom.com

Anyone who picked up Double Impact (the first two SF3 games bundled on one disc) for the DC might be a little timid about shelling out another 50 bones for the next revision of Street Fighter III. While I'd like to say that owning either release is sufficient for people who really appreciate the subtleties of the series, **Third Strike is different enough from its predecessors that it's worth having in a true fan's game arsenal**. Aside from boasting an additional six very worthwhile stock fighters, the souped-up sound and graphical superiority help make Third Strike a more solid gaming experience. Other additions include a new parrying style, though directional parrying has been dropped, and a revised combo system (some Second Impact combos won't work under the new system, however). If you've played it in the arcade, you can expect a perfect port, outside of the slightly smaller characters. SF2 players looking to get into the new series can expect a relatively high entry barrier—Third Strike has a very serious feel to it, and learning how to parry effectively can take a while. SF3 lovers already know they're gonna buy this when it hits stores, but the casual gamer is not going to notice a huge difference from Second Impact. Already have Double Impact and felt so-so about it? Make this one a rental. If you don't have Double Impact, get Third Strike first and pick up DI for a new perspective if you like the SF3 style. **Jonathan**

The appeal behind Street Fighter III: Third Strike can be summed up in two words: Chun-Li. Yes, it's cheap the way Capcom released this title separate from the last SF III package (which contained the first two versions). But, on the other hand, **Third Strike is much more than just a series of small upgrades** like the ones that differentiated Second Impact from the original game. For one it's got Chun-Li, and she's got more animation than I've seen in any 2D game. Ever. To see her in motion is simply stunning. I've spent too much time with MvC2 lately though, so SF III feels a bit slow and deliberate for my tastes, but it's still damn beautiful to look at. **Ryan**

May I say that **this should really have come as a trilogy with Double Impact**, but it didn't, so what's different? There are a bunch more characters, including Chun-Li. There's a deep fighting-system customization feature, which is cool (although there are no turbo settings). Backgrounds and characters aren't as vibrant or animated as those in Second Impact, but the soundtrack rocks (or "hip-hops" rather) beyond belief. If I were forced to pick one, I'd have to give the edge to Third Strike, as it is truly a hardcore gamer's game (but it's definitely missing a couple of things that only Second Impact can boast), still a keeper in any case. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
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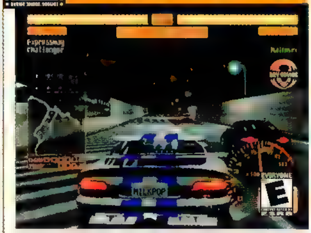
EDITORS' CHOICE AWARD
EGM SILVER

Tokyo Xtreme Racer 2



Publisher:	Crave Entertainment
Developer:	Genki
Featured In:	*EGM* #134
Players:	1
Supports:	Steering Wheel, Jump Pack
Best Feature:	Cool car customization options
Worst Feature:	No two-player mode
Web Site:	www.cravegames.com

I loved Tokyo Highway Battle on the PlayStation, but I thought the first TXR for Dreamcast sucked. Knowing that, I didn't expect much from TXR2, but guess what: I love it. Yeah, I dig Ferrari's and Porsche's as much as the next guy (that would probably be Greg), but I won't be driving one any time soon. That's why I dig TXR2 so much. The gameplay is roughly the same as the first game, but the car models look so damn accurate, you'd swear you're driving around in your '97 Honda Civic. These are **the best-looking car models in a racing game** for any console (not including GT3). The fact that you can customize the bejeezus out of your cars is the best part, with all the upgrades visually displayed in real time. Too bad the parts cost so much you'll spend days racing just to purchase and upgrade the dozens of parts available for your car. There's no two-player mode, because the poly counts in the cars were too high to run a split screen with a decent framerate, so Genki dropped it. Sucks in theory, but racing against a friend for short, sharp bursts of time wasn't so hot to begin with. The sense of speed is amazing once you've bought the better cars, and the framerate is 60-fps swift. The addition of some non-Japanese cars (Dodge Viper, Porsche 911, Firebird, etc.) makes TXR2 an awesome racing game that, in my eyes, is a must-buy. One question though—why do all these Japanese cars have California plates? **Milkman**

What's the deal with the California license plates in a racing game based in Tokyo? Little weird. I wish they'd tighten up the handling in these games, too. The skatey feeling you get when diving into a tight turn just doesn't seem right. It feels even less responsive than the original game. Otherwise TXR2 is just more of the same. Loads of unlicensed sportscar lookalikes take to the Tokyo freeways in order to run illegal races, make money, upgrade their cars and generally go as fast as possible. It's good fun. **The graphics are much improved over the original** too, especially the wonderful car models. Even if you never tried the first game, check this out. **Greg**

Being an import-tuning enthusiast, I loved the realistic customization and street racing TXR2 offers. The cars and upgrades are true to their real-life models, and a high framerate and rich colors keep appearances clean while you race. Unfortunately, **the control is a bit sloppy, which really hurts during turns**, and the pre-race autopilot will run your car onto an off-ramp and end the race—a bad thing if you spent 15 minutes tracking down a particular rival. If you're looking for a no-nonsense racer, rent this one, because that's only about half of TXR2. If you're into Japanese and European car customization, however, this is a must-have. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
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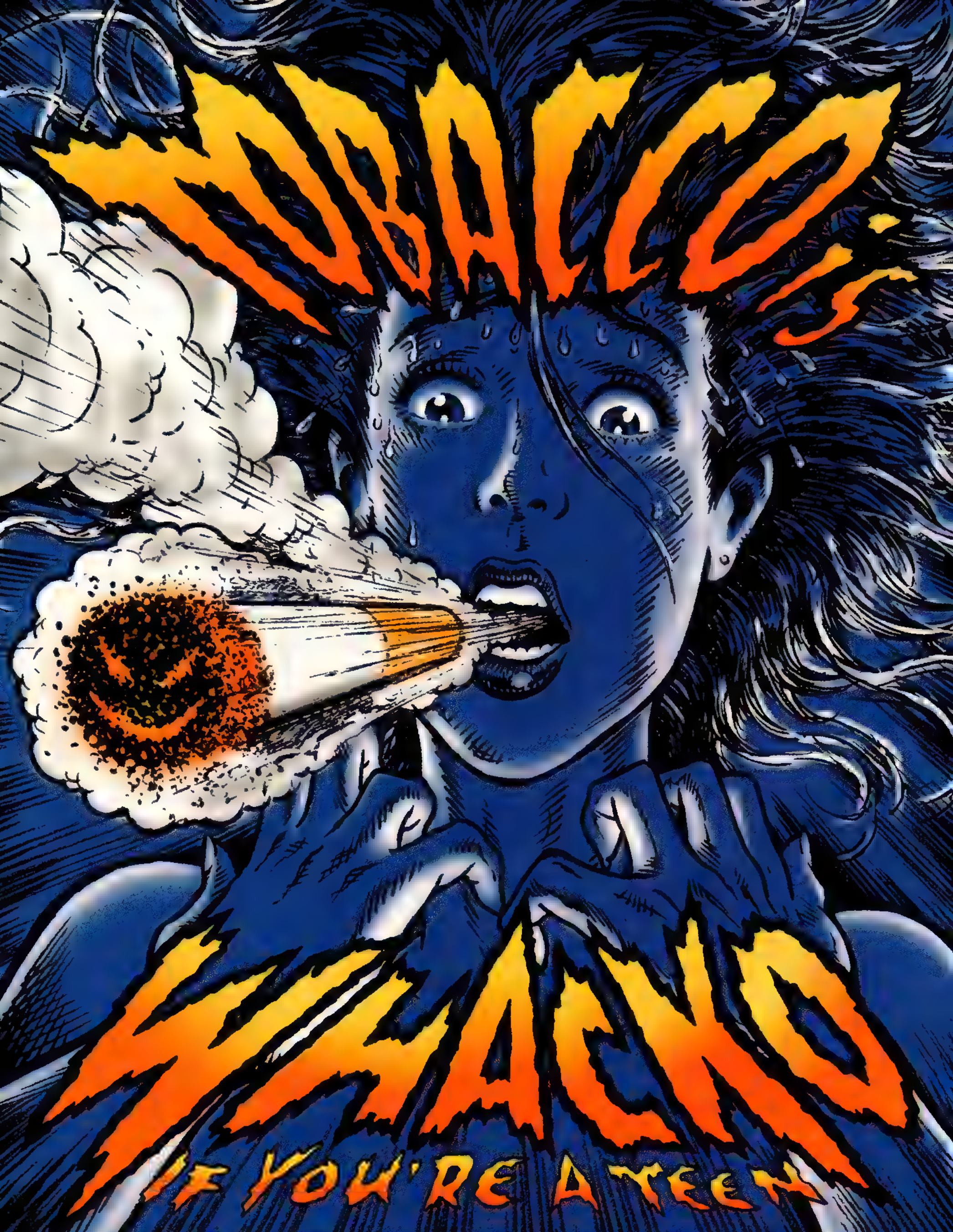

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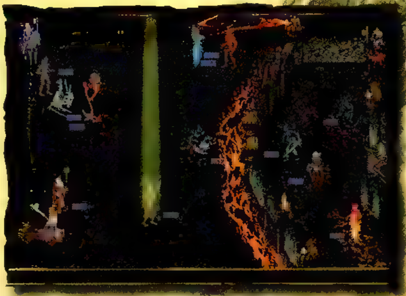

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Army Men: Sarge's Heroes

Midway
Saffire
EGM #136
1-4
Jump Pack
www.midway.com

Four-player deathmatch mode
Unresponsive controls

What we have here is a straightforward port of 3DO's N64 original—which wasn't that hot to begin with. And all its little problems pop up here. **Look, when I press the jump button, I wanna jump, darnit.** In Sarge's Heroes, you usually need to slap jump a few times to make your little character leap, and by that time he's probably heading someplace you don't want to go, like into a full sink (someone please explain why H2O is lethal to plastic people). Control is unresponsive at exactly the wrong times, particularly when you're under attack. Occasionally, my character would keep on walkin' for a sec when I left off the stick. Gameplay is too repetitious. Sure, you get plenty of missions (I prefer those set in our oversized world), but the auto-aim feature means you can just mosey through levels without lifting your finger off the fire button. It's mindless stuff—and frustrating when tanks or bazooka men kill you from outta nowhere. The only thing worth playing is the four-player mode. It moves at a good framerate, and the ol' sniper rifle's fun to use on your buds. **Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
6	4	2	7

Sno-Cross Championship Racing

Crave
UDS
EGM #132
1-2
Jump Pack
www.cravegames.com

Smooth graphics
Gameplay feels unbalanced

Sno-Cross Championship on the DC is a nice surprise. Bucking the trend for PlayStation-to-Dreamcast ports—where the only difference is usually the graphics—**Sno Cross for DC is actually more fun to play.** I'm not sure if it's just that the sleds control better, or if more work has been put into the AI, but coming in first place is way easier now. The sleds don't damage as easily, more tracks have been added, and everything just seems more polished. Of course, just because more work has been put into the gameplay department doesn't mean the graphics suffer. Texture-wise Sno-Cross is incredibly clean-looking, and while there are still noticeable "breaks" between textures (an effect that plagued the PlayStation version), it's much more forgivable when you factor in how nice everything else looks. The weather effects are impressive, the reflections off the ice are great, and the "fog line" has been pushed way back. Sno-Cross still suffers from having strangely unbalanced gameplay (is it a sim or arcade title?), but it's a lot more bearable this time. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	7	7

EGM SILVER

Ms. Pac-Man Maze Madness

Publisher:	Namco
Developer:	Namco
Featured In:	*EGM* #133
Players:	1-4
Supports:	Rumble Pak
Best Feature:	Very deep
Worst Feature:	Requires plenty of patience
Web Site:	www.namco.com

If you liked Pac-Man World, you may be surprised that this game isn't as similar as you might expect. Ms. Pac-Man may look and smell like a platformer, but it's anything but. **What Namco has made is a complex puzzle game that is operated with the simplest of controls.** All you use is the D-pad, believe it or not. The controller face buttons are used, but only to slightly zoom the camera in and out—something you'll rarely have to mess with since depth and seeing around objects really aren't issues. Most of the gameplay involves things you might expect: eating lots of dots, blue ghosts and of course, fruits. There's some clever puzzles that involve some thinking, but often it just requires trial and error and a lot of patience. If you finish the level with every possible fruit and dot in your stomach by a certain time and with a high score, you can haul in ton of stars. If not, you can finish with one or two and still complete the game by only completing 60 percent of it. While us hardcore gamers won't be satisfied with that, casual players will be happy with it, and the reward for our hard work is a few extra multiplayer levels (read the PS review for more on the multiplayer modes). Either way, the graphics will please just about everyone. You wouldn't think that a game based on such a classic could impress, but the colorful visuals add a nice sheen to this addictive game. Another nice update from Namco. **Kraig**

One of the best examples yet of how to update an arcade classic, Ms. Pac sports all the traditional elements of its quarter-gobbling matriarch, and effectively updates the original with a 3D playing field, rich assortment of puzzles, and much deeper gameplay. It's one of those rare titles that's an excellent non-intense game, and also appeals to everyone from age 5 to 45. The levels are big but not daunting, and there's **a nice blend of puzzle challenges, power-ups and action**. Even after all these years, for some physiological reason there is still something therapeutic about the wakka-wakka sound as your character gobbles down dots. **Joe**

When it comes to updating classic games, it's either hit (Q*Bert) or miss (Centipede). Namco has a hit on its hands with Maze Madness. It's a perfect mixture of action-puzzle gameplay and Ms. Pac-Man's dot-chomping and ghost-avoiding. The game looks great—3/4 top-down is the only way this game could've been done. Music's nothing spectacular—no remixed music from the arcade's cutscenes? Difficulty is well-balanced so you never get stuck for too long. Finishing the game won't take long, but it's got some of the most **addictive multiplayer modes** I've seen outside a first-person shooter. One of the few good third-party N64 games out there. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	8

EDITORS' CHOICE AWARD EGM GOLD

The World Is Not Enough

Publisher:	Electronic Arts
Developer:	Eurocom
Featured In:	*EGM* #135
Players:	1-4
Supports:	Expansion Pak, Rumble Pak
Best Feature:	Classic GoldenEye-style gameplay
Worst Feature:	A few confusing mission goals
Web Site:	www.007.ea.com

Developer Eurocom's street cred is gonna skyrocket when y'all get your hands on this thing. Yes, TWINE is very GoldenEye-ish, but isn't that what we really want in a new N64 Bond adventure? And Eurocom has dressed up the classic gameplay with welcome variety. For starters, Jimmy Bond can jump and swim now. You rarely need to use either ability (this ain't no 3D platformer, thank goodness), but they come in handy enough that I miss these skills when I pop in Perfect Dark. The 14 missions offer more dynamic objectives and scripted sequences, too. In one level, you suddenly find yourself trapped in a room filling with deadly gas. Another has you blasting Eurotrash thugs while speeding downhill on skis. The best is saved for last, when you swim through a sinking, topsy-turvy sub. Some missions get confusing unless you've seen the flick. I kept croaking in a level that has Bond fleeing a fireball—until a co-worker who'd seen the movie told me what to do. Usually, you can work things out if you experiment with Bond's gadgets—and you get plenty here, including a grappling hook and X-ray goggles. **Bond's arsenal of kick-ass guns easily rivals Joanna Dark's.** Yep, multiplayer's a blast, too. It may not pack the options of Perfect Dark (and it has a weird rule that prevents good characters from battling each other) but the four-player mode runs at a smooth framerate and the levels are well-designed. **Crispin**

Too much Bond is not enough for some on the N64, and the newest offering in the genre is **sure to please most every console FPS fan**. The multiplayer, while not as tweakable as Perfect Dark's, is smooth with two or four players. The addition of AI bots (though they're not very intelligent) makes for some sweet action if you only have two human players as well. Varying control setups, weapon sets and stage types round out the multiplayer experience, while the single-player game has a lot of dynamic goodies that weren't in GoldenEye. So is TWINE just a new-and-improved GoldenEye? Yup. There a problem with that? **Jonathan**

It's taken a long time to get a true GoldenEye sequel, and even though this game isn't made by the same developer, it's **definitely a worthy successor.** The one-player mode is superb and the atmosphere is nearly perfect. The music, real-time cinematic cutscenes and loads of spoken dialogue really make you feel like you're in a Bond movie. The levels offer more diversity than GoldenEye, and still integrate well with the movie it follows. Diversions such as skiing and stealth missions keep things fresh, and the selection of Q-Gadgets and weapons is amazing. Between that and the robust multiplayer modes, this game is More Than Enough. **Kraig**

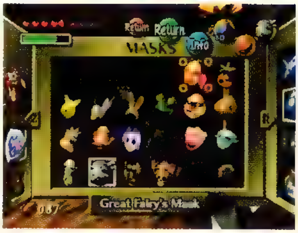
VISUALS	SOUND	INGENUITY	REPLAY
9	9	6	9

The Legend of Zelda: Majora's Mask

Attack
39
009
EVERYONE
E

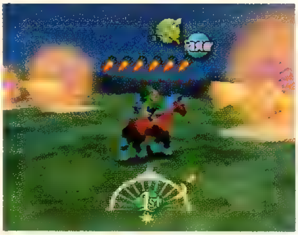
Publisher:	Nintendo
Developer:	Nintendo
Featured In:	*EGM* #133
Players:	1
Supports:	Expansion Pak, Rumble Pak
Best Feature:	New transformations for Link
Worst Feature:	Time limits can become frustrating
Web Site:	www.radiozelda.com

The main question up until now with every new Zelda game has never been "is it good?"—they all have been, even the Game Boy version. Instead it's "how good is it?" Luckily with Majora's Mask the question is once again valid, and the answer, "Absofrickin'-lutely incredible," is once again the same. Majora's Mask is not really a new take on Zelda—most everything from the controls (Z-targeting, auto jumping) to the items (fire arrows, the Lens of Truth, Hookshot) to even the characters return from the last N64 Zelda, Ocarina of Time. Graphically you might even mistake them for the same game, although Majora's Mask seems to use the required RAM Expansion Pak for a few larger open areas. But similar to how the Super Nintendo version of Zelda improved on the original NES title, this new N64 edition doesn't totally rethink the game, but rather refines and polishes the gameplay using the same overall shell. The biggest gameplay change is the fact that, for most of the game, you don't play as Link. You play as Goron Link, Deku Link or Zora Link—transformations with all new powers whose identity Link assumes when he wears certain masks. The beauty of Majora's Mask is how it uses the different advantages, disadvantages and special abilities of each of these forms; they are seamlessly woven into every part of the game, from secrets scattered throughout the overworld, to all the people you interact with, to the ingenious dungeon puzzles.
The other inspired difference is the new importance of time: Taking place over three repeating days, what time it is in Majora's Mask becomes as important as where you are (and sometimes, who you are) in figuring out many of the game's devilish puzzles and subquests. Even if you are one of the lucky few to find a PS2 on launch day, you won't find a better game for any system in the stores this Oct. 26.



Besides the three main transforming masks, there are plenty others to be found, each one lending some special power.

Parts of Majora's Mask are just downright bizarre, like this section where you defend a barn filled with cows from invading aliens. Sound goofy? It's all part of the lighthearted and playful feel of the game.



I still think Ocarina of Time is one of the best games ever made, so it's no small thing when I say Majora's Mask is even better. The "Wow" factor of being in a 3D real-time Zelda game for the first time is gone, but **the thrill of exploration is still there and the controls and actual gameplay are stronger than ever**. Swimming with Zora link, rolling around with Goron Link, and flying with Deku Link make getting from place to place a lot easier and more enjoyable this time around. Plus there are thankfully now plenty of warp points, with a single Ocarina song to fly instantly between them. As with OoT, the game isn't totally linear either; you can choose to continue down the road toward your ultimate objective, or take a side journey through any of the insane amount of minigames or side-quests. The dungeon designs are works of art, each totally different except for the fact that they all incorporate the items and different forms you can assume seamlessly. Filled with all sorts of tricks and traps, they are like intricate puzzles themselves—only with persistence and real thought will you figure them out. The save system is a big improvement over the Japanese version, too. It doesn't make the game any easier, but lets you turn your N64 off when you need to. Everything else is done right: the memorable characters (old and new), the funny subplots, the added emphasis on time, the bosses, the mini-games. Incredible. **Mark**

I love the time-travel aspect in Majora's Mask, even moreso than Ocarina of Time in some ways. Technically this game only lasts three (game) days, but with the use of the ocarina you get to replay those days over and over again. **Kinda like Zelda meets Groundhog Day.** Besides the novel approach, what you really get in Majora's Mask is more of the same great gameplay from the last game, complete with an entirely new, though eerily familiar, world to explore and a unique set of quests and mini-games. It's too bad the N64 is aging so poorly. The fuzzy graphics really hurt this game in my opinion. Not enough to mess with the score, though. **Greg**

Playing Ocarina of Time was such a wonderful experience I was utterly convinced nothing would be able to top it for many, many years. OK, I was wrong, but at least it was another Zelda game that smashed my prediction, so I don't feel as bad. The reason I love Majora's Mask so much is because **it isn't just an extension of the last Zelda**; it's much more than a set of new dungeons. Aside from the three-day time limit (which is very cool, by the way), and the keen visual upgrades, a new gameplay focus—how most of the challenges lie in the lands around the dungeons instead of just inside them—gives Mask a unique feel from OoT, but one that's no less magical. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
8	9	10	8

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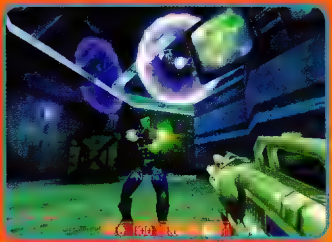

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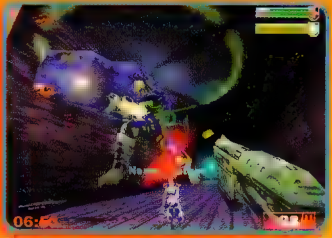

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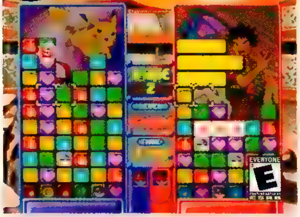
Pokémon Puzzle League



Publisher: Nintendo
Developer: Nintendo Software Technology
Featured In: *EGM* #134
Players: 1-2
Supports: None
Best Feature: Best versus puzzler ever
Worst Feature: Annoying and repetitive voices
Web Site: www.nintendo.com

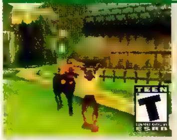
Forget the fact that this game's got the Pokémon characters and is a nearly spot-on update of the SNES puzzle classic Tetris Attack (a game so addictive that at one time it was banned from the *EGM* offices). Quite simply, this is **the best two-player puzzle game I've ever played.** It takes really mastering the game to understand the nuances of the combo and chain system. But watching two experienced players face-off can be a knuckle-biting experience. Even if you're a beginner, it's an incredibly addictive game. The only flaw in this new version are the annoyingly repetitive voice samples ("I'm gonna win!"). There's an option to turn off all sound effects, but that includes voices, Pokémon sounds and the sounds that indicate a particularly devastating combo is headed your way (which is usually the only way you know you're about to be hit with a huge amount of garbage blocks). The 3D mode is a nice addition, although there's almost too much to think about and you can lose track of how close you are to the top very easily. It's too bad it doesn't utilize its association with Pokémon more; perhaps it could've used a mode where you "captured" more Pokémon to use. Puzzle League's got an amazing amount of options and modes—you can even edit your own puzzles and save them to challenge others. To ignore this game because of its Pokémon facade would be a crime. Excellent work NST. **Chris**

If you've never heard of Tetris Attack—the SNES game Puzzle League is based on—you should buy this game without question. **It's one of the most ingenious, original and downright addictive puzzle games since, well, the original Tetris itself.** Puzzle League does a nice job of updating everything with the Pokémon license—fans will appreciate all the characters Nintendo packed in from the cartoon, plus the voices and even some FMV. There's a great complement of different modes as well, including the all-important training (for newbies) and puzzle mode (for single-player). But beware: the two-player vs. game may take over your life. **Mark**

I've learned two things: I really missed a lot when I missed Tetris Attack on the SNES and CJ can kick my butt any day of the week and twice on Sunday. **This game is great,** almost on the same level as Tetris DX when it comes to sheer fun. Of course, the battle mode is the only way to play if you want the full experience. Using the popular characters and their associated Pokémon from the hit show to revive a classic like this is a stroke of pure genius, though I could do with a bit more variety on the voices. I swear I've heard Ash say, "I'm gonna win!" about a thousand times, and that was just today. No matter, this review only requires three words: Buy this now. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	10

Hercules: The Legendary Journeys

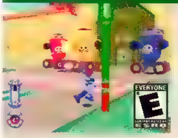


Publisher: Titus
Developer: Player 1
Featured In: *EGM* #133
Players: 1
Supports: Rumble Pak
Web Site: www.titusgames.com
Best Feature: Greek mythology is fun
Worst Feature: Straight-up Zelda rip-off

When I first turned it on, I thought Dean had mistakenly sent me The Legend of Zelda, The Ocarina of Time. The serene setting of the forest training ground and happy music led me to expect Link to walk out of the first house. Unfortunately, I got a frolicking model of TV's Kevin Sorbo instead, and I immediately knew that the game I was playing was decidedly not Zelda. Pretty much the entire game (atmosphere, interface and control scheme) takes inspiration from Z:OoT (A as the action button, assign magic to the C-buttons, etc.), only it doesn't work nearly half as well. **Combat of the punch-punch-kick Final Fight variety is stiff and boring,** and the magic is overpowerful and expensive for normal combat situations. The story isn't that bad, but the dialog is something you'd find on, well, a syndicated television show about Greek Mythology. Graphically, Hercules manages to be fog-free with a decent draw-in distance, but blurry textures and simple character models bring it down. Unless you're a *huge* fan of the show, play Majora's Mask instead. **Andrew**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	2	2

Mega Man 64

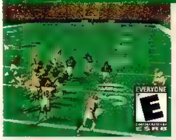


Publisher: Capcom
Developer: Capcom
Featured In: *EGM* #132
Players: 1
Supports: Rumble Pak
Web Site: www.capcom.com
Best Feature: Tons of quests
Worst Feature: Control just doesn't feel right

N64 owners are finally getting a Mega Man game—too bad it's not very good. First off, if you own Mega Man Legends for the PS, there's no good reason to buy MM64. It's the same game, except for mildly improved graphics and a couple of other cosmetic changes. The basic idea is this: In this Waterworld-esque land, your job is to dig for these crystals that provide energy, and look for a legendary treasure. So you fly around from island to island looking for stuff, talking to townspeople, venturing into dungeons and battling baddies. This is where the game's standard and somewhat boring action/adventure elements come from. Problem is, the control is awkward most of the time and the voiceovers (while plentiful for a cartridge game) are childish and silly. In addition, with masterpieces like Mario 64 and Banjo-Kazooie on the same system, MM64 looks dated and uninspired. Any old character could be dropped in Mega Man's place with a few character, name and item/weapon changes. I'd rather play a regular 2D Mega Man game. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
6	4	2	5

NFL Quarterback Club 2001

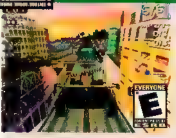


Publisher: Acclaim
Developer: High-Voltage
Featured In: *EGM* #133
Players: 1-4
Supports: Rumble Pak
Web Site: www.acclaim.com
Best Feature: Relive past Super Bowl moments
Worst Feature: Framerate

Aging and injured, Quarterback Club 2001 stumbles onto the field for one last hurrah (kind of like cover boy Brett Favre, huh?). It's games like this that make other entertainment options, such as sleeping, so much more attractive. **I hate to sound so negative, because Acclaim did improve on last year's bogus effort, but it's still one of the worst football games on the market.** The framerate has been bumped up a tiny bit. Playcalling screens are color-coded. Animations have been added. There, that's the good stuff. The gameplay is pure dreck, with long transitions between button presses and player reaction. I've seen a linebacker sprint five yards and kill my QB thanks to the length of the throwing animation. Running the ball equates to jamming on the A button and hoping for the best. Passing is fine, but made overly easy thanks to very sketchy AI. My cover men constantly dive at the receiver before the ball is even close. Thankfully, Acclaim is closing down the Club after this year's title. Hey, at least they won't have to pay Favre any more endorsement bucks. **Dan**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	2	1

San Francisco Rush 2049

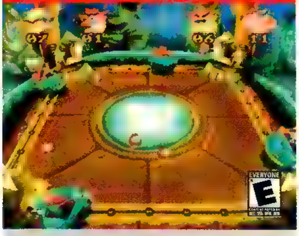


Publisher: Midway
Developer: Midway
Featured In: N/A
Players: 1-4
Supports: Expansion Pak, Rumble Pak
Web Site: www.midway.com
Best Feature: Tons of shortcuts and stuff to collect
Worst Feature: Sloppy graphics in spots

There has always been something redeeming about the Rush games, even if overall they've been less than stellar. In Rush 2049 however, **the whole damned thing rocks**—easily making it the best game in the series. First and foremost, 2049 is a solid racer, filled with inspired track design. The framerate stays fairly high most of the time, too—even in the multiplayer modes. Next, there's the stunt mode. Yes, there's something truly magical about this mode, flipping around like in idiot, only to crash and burn moments later. And while landing crazy stunts in the last Rush was all about luck, some technique has been introduced in 2049 by way of winged thrusters that can be activated while in the air. Of course, there's more to Rush than just racing and stunts. There are a ton more coins to collect than ever before, hidden in places you'd never think to look. This is due to the load of shortcuts you can discover—some that need to be opened by finding a secret switch. In short, this game has so much going for it, you'd be silly not to give it a try. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	2	5

Crash Bash



Publisher:	Sony CEA
Developer:	Eurocom
Featured In:	*EGM* #135
Players:	1-4
Supports:	Dual Shock, Multi-tap
Best Feature:	Lots of Crash characters
Worst Feature:	Sleep-inducing mini-games
Web Site:	www.playstation.com

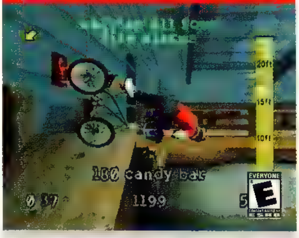
If this is supposed to be Sony's answer to Mario Party and the upcoming Sonic Shuffle, Nintendo and Sega have little to worry about. Developer Eurocom decided to drop the tried-and-true board game formula in favor of turning this into a traditional action game, complete with separate bosses and levels, that just happens to feature nothing but mini-games. I guess it was done in order to keep Crash Bash from looking like a direct rip-off, but it doesn't work at all. Strike one. Then they turned around and made the four-player "Tournament" nothing but a collection of theme-based mini-games. Basically that means there's no diversity at all. Plus, in order to advance the game, one of the four players has to win at least three times on each game board. All of this makes for about 45 minutes of playing what is essentially the same game over and over again, with no hint of fun in sight. Strike two. Finally—and this is the most heinous act of all—none of the mini-games are much fun save one: the pseudo-quad-pong you see in the screenshot above this review, and the seemingly endless incarnations of said game throughout each level. I'm sure Eurocom tried hard to be unique, and bravo for that. But unfortunately in doing so they created **a game that never gets above average** in any category. I can't recommend Crash Bash as anything more than a rental at best. Strike three, you're out. Better luck next time. **Greg**

Crash Bash doesn't have the firepower to pose a serious threat to Mario Party, but It's not a total loss either. Some of the mini-games are forced and a bit awkward to control—partly due to the chunky graphics but also the design. Most involve one objective (the way it should be), but an excessive amount of power-ups and general chaos make it tough to concentrate on the task at hand. **Still others, like the four-way variation on Pong, are great.** These particular contests keep the action clean and simple and aren't muddied by too much commotion. Overall CB isn't a bad multiplayer game but a one-night rental may be all you need to get your fill. **Dean**

CB started out as a pleasantly entertaining surprise in the Mario Party/mini-game vein, but I found the game became less and less fun the longer I played. Some of the mini-games were basically carbon-copies of Mario Party contests, just with different characters and in different settings. I don't necessarily have a problem with that, but the overall gaming experience seemed quite a bit more shallow than MP, with no larger game to tie all the little ones together. On its own merit, **CB is a solid, passable party-style game,** but I would only recommend this title to PS owners who don't also have an N64 and have had a jones to play this type of game. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	6

Dave Mirra Freestyle BMX



Publisher:	Acclaim
Developer:	Z-Axis
Featured In:	*EGM* #134
Players:	1-2
Supports:	Dual Shock
Best Feature:	Massive variety of tricks
Worst Feature:	Sluggish game engine
Web Site:	www.acclaim.com

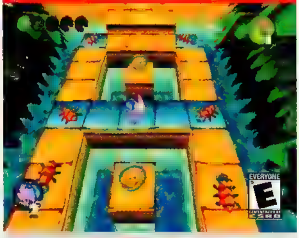
I'll answer the big questions first: Yes, Dave Mirra plays a heck of a lot like a BMX-ized Tony Hawk's Pro Skater (you can even configure the controls to match THPS button-for-button). But, no, Dave Mirra isn't as fun. The game engine—based on Z-Axis' previous deck title Thrasher: Skate and Destroy—is sluggish, particularly in the more open courses. It never delivers the frantic sense of speed found in THPS, and **tricks often come off feeling "floaty," as if you're catching big air in lunar gravity**. The trick system and overall physics of the game are extremely user-friendly, though, and that's what makes Dave Mirra a heck of a lot of fun, despite its flaws. Tricks are even easier to bust out than in that "other" extreme-sports title. This game's almost too forgiving; you can land safely at seemingly improbable angles, and you're practically sucked onto rails if you try to grind or stall anywhere near them. The niftiest addition to the formula here is the trick-modifier. Tap the Circle Button and a D-pad direction after you've started a normal big-air trick and you can pull off countless variations (the game even keeps track of your tricks and checks them off on a master list). The six sprawling "Challenge" tracks offer an addicting mix of increasingly tricky goals, while the six well-designed tournament courses pack plenty of potential trick runs. Dave Mirra delivers more multiplayer modes than any other extreme game, too. **Crispin**

This game wants very badly to be the Tony Hawk of BMX freestyle action. The problem is that it goes out of its way to make it seem like that's not the case. The result is, anyone who thrives on THPS's perfect control scheme **may have a hard time adjusting to the controls in DMFB**. Once you do, the game takes on a life of its own, with the key feature being the modifier-button, which basically lets you create almost any combo you want, on the fly, in the time it takes you to land on the ground. If the graphics-engine were a little tighter and the speed and frame-rate a little higher, then this would be the BMX game to beat. As it is, it's a very good start. **Milkman**

Dave Mirra offers a good amount of depth mostly due to its massive trick library and big selection of tracks. A ton of pro riders and familiar music from bands Cypress Hill, Rancid and more lock in the extreme sports image. But a couple things concern me. It's not a deal breaker, but in my opinion **it would help if the camera pulled back more often** to reveal the oncoming terrain. To be fair, there are multiple angles but none are perfect. In addition, rider control is a little too automatic. Landing tricks is so forgiving it's almost hard to wreck. In the end, It's not as fluid and intuitive as Mat Hoffman's Pro BMX but it's still a very good game in its own right. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	8

Frogger 2: Swampy's Revenge



Publisher:	Hasbro Interactive
Developer:	Interactive Studios
Featured In:	*EGM* #131
Players:	1-4
Supports:	Dual Shock, Multi-Tap
Best Feature:	Improved single-player gameplay
Worst Feature:	Boring multiplayer modes
Web Site:	www.frogger.com

Frogger 2: Swampy's Revenge is similar to the previous 3D Frogger game, except for a few notable differences: Now you control Frogger's girlfriend, the gameplay has been tweaked, and more multiplayer modes have been added. **Oh, and the game's not complete crap anymore.** Yes, the last Frogger sold a billion copies, but ask nearly anyone who knows about games what they thought of it, and you'll likely get a strange series of sounds that could only have a negative meaning. Thankfully Hasbro apparently realized this, and instead of just farming out another game that would have sold a few million copies no matter how bad it was, they gave the license to a different developer who actually spent time and improved the single-player experience. An entirely new 3D engine was developed that pulls the camera back at key areas (making it easier to navigate the arcade sequences) and new power-ups have been added. Unfortunately the controls are still twitchy as hell, so expect many accidental (and incredibly frustrating) deaths. Another downpoint are the multiplayer modes; while it's true that there are tons of games for you and your friends to play, most of them are boring and poorly designed, hurting the overall package—a few good multiplayer games would have been better than the bunch of lames ones here. Overall though, Frogger 2 is certainly worth its low ($29.99) price tag. **Ryan**

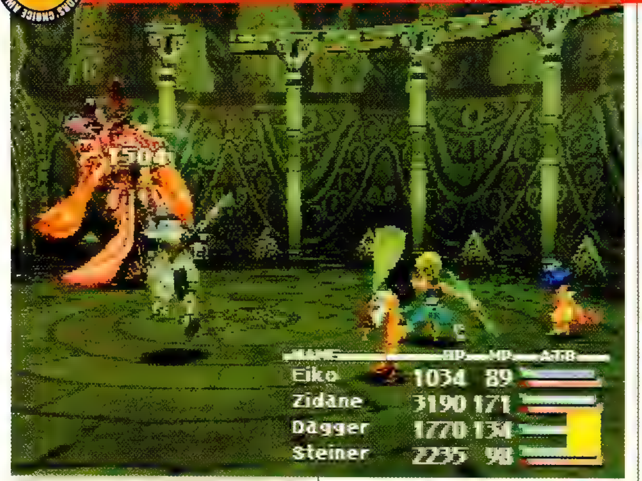
Being an old school arcade junkie, I really wanted to like Frogger 2, but what I found instead was a mediocre 3D platformer. The first title in the console series sold well and maybe I'm not the target audience, but that doesn't mean I can't enjoy it. After all, Mario-based games aren't targeted at adult males and I have a heck of a good time playing them. **The basic movements of the frog are choppy, and you can't see enough of the screen.** In two-payer mode, it's hard to tell my green frog apart from my opponents'. The game also sparked the same question that I had with the original: Why does Frogger, an amphibian, die when he lands in the water? **Joe**

Insanely, the first PlayStation Frogger sold buttloads. It's possible that Frogger 2 will too, but to whom I don't know. The old-school Frogger program is in full swing here; watch for cars, cross the road, try not to get squished. Sounds pretty familiar, except that F2 adds a platforming, Klonoa-wannabe semi-3D quest that will entertain toddlers only. While the controls are serviceable enough, trying to get Frogger past the wide assortment of steam-pipes and electrodes is tiring, and makes F2 **one of the most tedious games I have ever played.** Perhaps older gamers who haven't touched a video game since '83 may dig this, but this I can live without. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
5	5	6	5

EDITORS' CHOICE AWARD · EGM GOLD

Final Fantasy IX

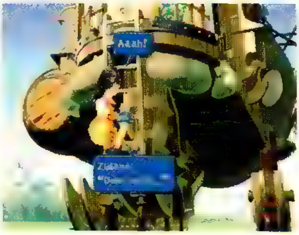


Publisher:	Square EA
Developer:	Squaresoft
Featured In:	*EGM* #132
Players:	1
Supports:	Dual Shock
Best Feature:	Awesome graphics and music
Worst Feature:	The card game is boring
Web Site:	www.squaresoft.com

Final Fantasy's last hurrah on the PlayStation is the best one the system has seen. It feels like Square took every complaint they'd heard over the last two installments and implemented fixes on all of them for the big finale. First and foremost, Summon attacks aren't needed nearly as frequently as in the last few games, and you only get two characters who can actually use them. What's more, they aren't insanely powerful this time around. The best part, though, is that Square only shows a full Summon the first time you use it, then randomly after that. Otherwise you just see the final effect of any given "Eidolon" and the battle continues. Thank goodness for battles that don't last 20 minutes! Remember the junction system in FFVIII? Say goodbye to that too. FFIX employs a much simpler system where characters learn abilities based on their equipment. And since you are limited in the amount of those abilities you can equip (such as counter attack, poison defense, regen, etc.), there's plenty of opportunity to customize your party. Speaking of the characters, you're guaranteed to fall in love with every one of them. They develop brilliantly throughout the game, especially Zidane, Dagger, Vivi and Steiner. Most of that is thanks to the great writing and translation—Square's best yet—which manages to keep the story serious but remains lighthearted throughout, much like the SNES games in the series but without all the melodrama. Of course, no FF review would be complete without mentioning the graphics. Although the newer character designs may turn some people off, there's no denying the overall quality is topnotch, including some mind-blowing FMV cinemas. Simplistic, fun and straightforward while retaining all the mini-games, side quests, depth and that incredible Uematsu music that has become a series trademark, FFIX is one for the ages.

The card game isn't nearly as important as the one found in FFVIII, though you will compete in a tournament eventually.

The huge bosses we've all come to know and hate are plenty in Final Fantasy IX (left). No real gamer can help but love the ever-horny and somewhat lecherous main character, Zidane (below).



This is the best RPG I've played on the PlayStation, and the best in the series since Final Fantasy VI. There are three all-important things in an RPG: a great plot, gradual learning curve and excellent character development. That last part in particular is important to me—I really want to relate to the characters on the screen. It's something I feel the last two FF games really didn't do that well. Luckily, FFIX bucks the trend by offering up a large group of very unique, likable characters, each with his/her own personalities and idiosyncrasies. **Anyone who doesn't have a soft spot for Vivi after the first 10 minutes needs to check for a pulse.** I also love that the summon magics have been reduced a bit; I never even used one until the middle of the game. Even though the elaborate Summons are beautiful to see at first, they're still way too drawn out. Kudos to Square for using abridged versions of each after the first casting, only showing the full attacks at random after that. That was a major sticking point in the last two games and I'm glad it's no longer an issue. I know that some people will dislike the new character designs, but personally I'm a fan. The super-deformed look lends itself to the overall feeling of classic 8- and 16-Bit FF games. Speaking of which, old-school gamers will love all the references to previous titles in the series, from names and locations all the way to some remixed music. **Greg**

Simply put, Final Fantasy IX is a wonderful RPG; one of the best Square has ever created. It has an incredibly fun, well-translated story line, the graphics are amazing, and the soundtrack is stunning. But these aspects don't really convey why FFIX is so marvelous...that has more to do with the fact that Square looked into their past for inspiration. We finally see castles again, flying ships made of wood, white and black magic, the feeling of medieval-themed adventure—**all the things that made FF such an unforgettable experience years ago are back.** And, aside from the same old battle system (sorry, Chrono Cross spoiled me), I couldn't be happier. **Ryan**

Thank the Gods! Square has gone back to its roots and put the Fantasy back into the Final. Out with the techno-epics of late and in with the flesh and blood heroes of old. Each story line advancement is bolstered by excellent dialogue and short but sweet CG movies. The pacing and tempo of the game is brisk, but FFIX manages to tackle topics ranging from friendship, loyalty and even prejudice, with style. However, **it's the characters that make this game so stellar**. From shy little Vivi to the oafish Steiner, each character earns his spot in this game. FFIX is of the highest caliber, technically and emotionally, and I wish there were more of its kind. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
10	10	8	7

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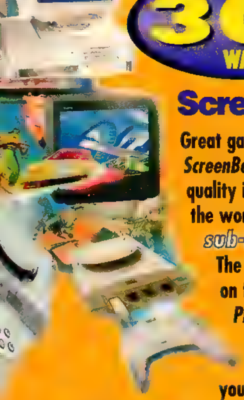

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Dreamcast
SPAWN
In The Demon's Hand
MATURE
M
CONTENT RATED BY ESRB
CAPCOM
TODD McFARLANE ENTERTAINMENT
TAKING HELL TO THE NEXT LEVEL.
Dreamcast
CAPCOM
CAPCOM.COM
TODD McFARLANE
ENTERTAINMENT
SPAWN.COM

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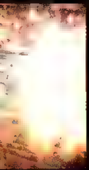
MATURE
M
CONTENT RATED BY ESRB
Animated Blood
Animated Violence

CAPCOM EDGE

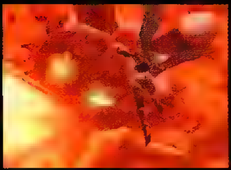
"The true essence of all that is Spawn." –Gameweek



–Todd McFarlane's blockbuster comic book characters come to life on Sega Dreamcast

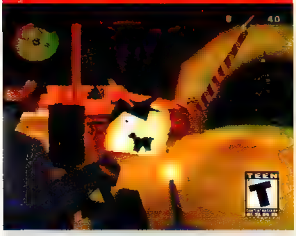
–Compete in the four-player simultaneous Battle Royal mode

–Includes the original Arcade Mode and tournament style Dreamcast Mode



–All your favorite characters from the Spawn series are faithfully recreated in the ultimate death match challenge

Medal of Honor: Underground



Publisher:	Electronic Arts
Developer:	Dreamworks Interactive
Featured In:	*EGM* #135
Players:	1-2
Supports:	Dual Shock
Best Feature:	More intense than the original
Worst Feature:	Same ol' bland visuals
Web Site:	www.ea.com

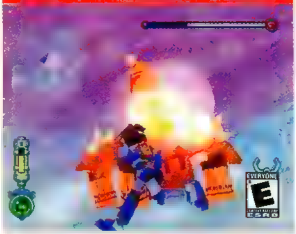
Just like the first game, MOH: Underground packs simple mission objectives, stark environments and platoons of Nazis to shoot, blast, incinerate and otherwise kablooey to the stone age. And, **as with the original, presentation is everything here**. The spectacular sound effects, stirring music and grainy between-mission movies lend this game an incredible amount of atmosphere. Production values aside, Underground still looks and play very much like the first game (in other words, it suffers from grainy visuals and a too-near horizon—I can't wait until this series hits the PlayStation 2!). But play past the first few missions and you'll notice some slick improvements. For starters, them Nazis fight with a lot more gumption. They seek cover. They hunt you if you run. In later levels—particularly the last two—they swarm you and blaze away with dead-on accuracy. It makes for a frustrating, and intense, experience near the end of the game—even with the help of the occasional computer-controlled buddy. If you don't creep along and seek cover, you're dead. Environments are slightly more interactive in Underground (shoot a chandelier and watch it drop on Nazi skulls). You'll face moving vehicles this time, too, including half tracks and motorcycles. In one mission, you even get to blast Nazis from the sidecar of a zooming 'cycle. It's all good fun, with some supremely bizarre bonus missions thrown in for good measure. **Crispin**

Despite a few cool new additions like support characters who fight alongside you (Syphon Filter-style) and a section where you ride in a motorcycle sidecar with a mounted machinegun, **Underground is more like an add-on to the first MoH than a sequel.** That means everything I loved about the first game—good controls, a truly gripping story line, and some of the best music and sound effects ever put into a video game—is back, but so is everything I had a problem with before—simple, sometimes glitchy graphics and a bare-bones multiplayer mode. The enemies do seem smarter and there's a few other minor improvements, but only try it if you liked the first. **Mark**

Sometimes, too much of a good thing is, well, still a good thing. Yes, Underground dishes out the same grainy visuals as the original Medal of Honor. Control is still a little stiff. Missions are, for the most part, still fairly simple and linear. You get the same fun-for-15-minutes-or-so two-player deathmatch. And the sound effects are every bit as amazing as the original game's. I just wish there were more new weapons and more novel missions like the sidecar and train levels. **I guess I was hoping for more than just larger levels and a longer game.** Still, Underground is a heck of a lot of fun—and certainly a bit more challenging than the too-easy original. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	10	6	6

Mega Man Legends 2



Publisher:	Capcom
Developer:	Capcom
Featured In:	N/A
Players:	1
Supports:	Dual Shock
Best Feature:	New lock-on feature
Worst Feature:	Blocky graphics
Web Site:	www.capcom.com

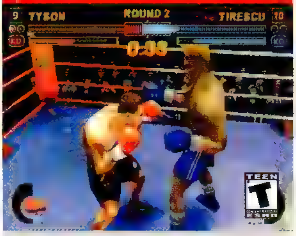
When Mega Man first appeared on the PlayStation in 3D, purists cried foul. "Mega Man doesn't have a helmet!" Whatever. Mega Man Legends was a nifty way to break the Blue Bomber into the 3D world with grace, albeit a blocky kinda grace. The sequel, which follows the side-story featuring Tron Bonne, brings a host of improvements the original lacked, including perhaps its most useful feature: lock-on targeting. While this addresses one of the more annoying quibbles from the first Legends, it makes the game much more enjoyable than you might think. While navigating towns and houses, talking to people is considerably easier since you don't have to line yourself up just right in order to get a response out of someone. Now you just hit the R2-button and voila! Instant lock-on. Although it's handy while talking to townsfolk, it's downright necessary when circling a boss, or multiple enemies, where strafing is required. Another aspect of the game that has been improved is the sheer size. ML2 brings twice the enemies, and a world-map twice the size of the previous game. While the game's engine is certainly able, the camera is still high-maintenance, requiring you to manually adjust it at almost every turn. This helps avoid auto-camera troubles (they just never seem to work right), but it's still a bit of a chore. However, **I liked the original Legends, and these improvements are enough to bring me back.** **Milkman**

As one of the biggest skeptics when Mega Man went 3D, I found enough gripes about the first Legends to keep me from getting as absorbed in it as I did with the old NES games. The sequel, though, is **actually a fun little game with a lot of improvements in gameplay and appearance.** By adding analog support, tweaking the homing system, enabling movement while firing, and fixing some of the camera issues (notice I didn't say all), Capcom has really refined this branch of the popular series. Storywise, it pretty much flows from the first Legends with the same characters and plot, so if you liked the original, you'll surely enjoy this game. **Jonathan**

Sure, it might sound a bit blasphemous, but I believe the Legends series is the best thing to happen to Mega Man in years. Really. The first game, even with its bland dungeon graphics and awkward control, was an incredibly enjoyable action/adventure, and its sequel delivers an even better experience. Nearly everything has been visually upgraded a stunning amount, giving Legends 2 a truly cartoon-like appearance. There's much more focus on the story line, complete with loads of in-game cinemas, and the control has been tweaked. Legends 2, aside from being a bit too lighthearted at times, **is easily one of the best 3D adventure games on the PS.** **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	7

Mike Tyson Boxing



Publisher:	Codemasters
Developer:	Codemasters
Featured In:	*EGM* #131
Players:	1-2
Supports:	Dual Shock
Best Feature:	Nice character models
Worst Feature:	Unbalanced gameplay
Web Site:	www.codemasters.com

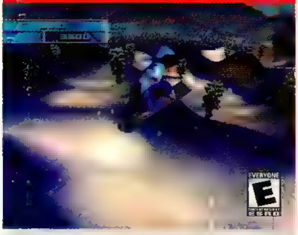
With EA having glommed up just about every damn boxer for its Knockout Kings game, and Ready 2 Rumble offering all the fun KK doesn't, what's a developer to do when creating a boxing game? Why, snap up the most controversial ear-bitin'est boxer of his time! Mike Tyson Boxing offers both arcade-styled gameplay and simulation aspects, but ends up a disgruntled mishmash. The strategic elements in the game (i.e., more power is delivered to punches if you charge them up first) penalize gamers who try to button-mash their way through the game. Dodging is also encouraged, but in actual practice, the game ends up looking a bit silly. Instead of bobbing and weaving intuitively, you spend much of the match hanging to the right or the left, and getting socked by a flurry of jabs (that you never seem to be able to land yourself) while you walk around charging up your punches. You can't lock up your opponent either, which may keep the tempo of the match going, but isn't exactly realistic. Plus **playing with the fictitious fighters (except Mike) is kind of like a soccer game without the FIFA license.** Not exactly Codemasters' fault, but a bummer nevertheless. The character models look pretty tight for a PS game, but the game just feels like it's missing that certain something to take it over the top. If you like boxing, than certainly check it out, but Mike Tyson Boxing fails to land the knockout punch. **Milkman**

Like it or not, Mike Tyson still draws, and this latest boxing game from Codemasters shamelessly plugs the former heavyweight champ. While the game is OK, it never really got me excited in either the one- or two-player mode. The graphics are vintage late '90s fare, but it was hard to distinguish much difference between the strengths and weaknesses of each fighter. Probably the best thing about the game (other than Slick Daddy) was knocking out the other boxer: the head snaps, the knees buckle, and he crumples to the floor. The replays provide some cool camera angles too, but other than that **the game is a mixed bag—much like Tyson's career.** **Joe**

Even though the last boxing title I played with any passion was Super Punch Out, I still know enough to tell Mike Tyson Boxing isn't a horrible game, it's just not a very good one. For one, it puts way too much emphasis on its sim features rather than on arcade-style gameplay, which kind of hurts its fun factor. Yes, it's cool that you can train a boxer to such an extent you control how much he eats, but when it comes down to the actual fighting, the coolness kind of stops. **It's almost like the game punishes you for trying to have fun.** Sure, strategy has its place in boxing games, but I hate getting knocked out every time I just want to jab like nuts. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	6

MTV Sports: Pure Ride



Publisher: THQ
Developer: Radical Entertainment
Featured In: *EGM* #134
Players: 1-2
Supports: Dual Shock
Best Feature: Smooth rider animation
Worst Feature: Sloppy collision detection
Web Site: www.thq.com

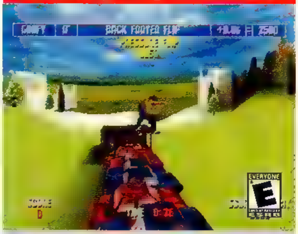
Don't confuse Pure Ride with its MTV brother–*Skateboarding Featuring Andy MacDonald*. They're by entirely different developers. And believe me, Pure Ride definitely got the better part of that deal. Its got its flaws all right, but comparably it's much better. In the snowboarding genre, however, Pure Ride doesn't do anything we haven't seen many times before. It's more of the same 'ol stuff on every front—more gen-X riders, brand-name boards, zany apparel and hip music by semi-famous bands. They've also included new Stunt, Half and Big Air Modes. You might think all this means it's chock-full of depth, but once you've played one mode you've played 'em all. The reason for this? The limited number of maneuvers and dummied-down tricks interface keeps it unnecessarily repetitive no matter where you are in the game. **I'm all for simplicity but it's just too easy.** Still, it has some redeemable traits, but once you get past the half-pipes (they're a lot of fun) and some of the trick challenges, things get less exciting. In the end, Pure Ride is an ambitious sequel that plays pretty well, but due to a multitude of small flaws (spotty collision detection, chunky graphics, a limited course builder, unreadable menus, etc.) it's planted firmly in the middle of the pack. If you're a fan however—thanks to the simplistic gameplay—it's perfect for a one- or two-night rental. **Dean**

It woulda been nice if this sequel had gotten more of a facelift. Instead, **it suffers from many of the original's visual flaws**—occasionally choppy framerates (although split screen play is decent), short draw distance, out-of-proportion obstacles and plain ol' blah textures. Collision detection's spotty with some obstacles, too. The good news, though, is Pure Ride still manages to deliver a good sense of speed. The trick system takes a few seconds to figure out (grinding is automatic). Combine that with a pile of play modes and Pure Ride makes for a decent diversion from all the other extreme stuff out now—even if the career mode's kinda frustrating. **Crispin**

Even Steep Slope Sliders on the Saturn didn't have the pop-up problems Pure Ride suffers from. Being able to pull off cool grabs and sweet grinds in a snowboard game is great, but when terrain and obstacles literally appear mere feet in front of your rider it's next to impossible to do anything! Some of the rails I tried to grind in Pure Ride actually disappeared from view while I was on them! Even putting the sub-standard graphics aside, the control in this game can only be described as mushy at best. Half the time just getting a boarder to flip or spin requires more effort than it's worth. The death knell for this game is the nonexistent sensation of speed. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
3	5	5	4

MTV Sports: Skateboarding featuring Andy MacDonald



Publisher: THQ
Developer: Darkblack
Featured In: *EGM* #134
Players: 1-2
Supports: Dual Shock
Best Feature: Loads of levels
Worst Feature: Unresponsive control
Web Site: www.thq.com

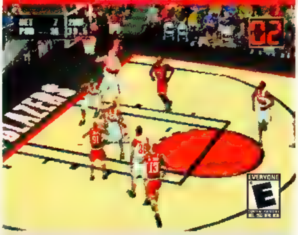
I'm gonna forget for a sec that this thing is the most blatant Tony Hawk rip-off yet, because **even in an alternate dimension where Tony's skate game never existed, MTV Sports: Skateboarding Featuring Andy MacDonald would still suck.** Awkward, unresponsive, just plain God-awful control is the main culprit here. Tricks just seem to happen by accident half the time. Sometimes I can pull a grab after a kick trick; sometimes I can't. I end up bailing on half my grind attempts, which pretty much turns this into a vert-only skating game. Street-style skating just gets too frustrating. To make matters worse, the game wails annoying booing noises every time you bite it. (I turned the sound off about halfway through my first run.) MTV Sports: Skateboarding looks about as good as it plays, too. The visuals are grainy and the framerate chugs along—particularly in the two-player split-screen modes. An abundance of modes and levels is really the only thing this game has going for it. Aside from the main career mode (which has you completing goals while being rated by judges), you get an icon-hunt mode, an overly difficult stunt course, a survivor game that adds time to the clock for every successful trick, a novel combat multiplayer game and much more. The terrible gameplay just wrecks it all, though. Just stick with THPS2. It may lack the licenses and logos of MTV Sports, but it's at least a thousand times better. **Crispin**

In a world where Tony Hawk's Pro Skater 2 exists, MTV Skateboarding is almost inexcusable. The level design is fine, the variety in skaters, locations, music and so on is passable. However, **the skater animation is just sad, and the control is horrendous.** Flips seem to have a short delay on them, and no matter what button combinations you press it seems your skater only does what you want about half the time. Technically this game has just about everything else it needs to succeed as a Tony Hawk clone, right down to the licensed music (which, by the way, slows the game down each time a new track is loaded up). Unfortunately, the control just kills it. **Greg**

Publishers have figured out there are big bucks to be made from extreme sports titles. Unfortunately not all of them can be as good as Tony Hawk. Some aren't even in the same hemisphere...That's the case with SFAM. It's pretty weak across the board (pardon the pun), from the unnatural animation to awkward trick interface—everything is below-average. It's become apparent that the camera plays a major role in ramp-based skateboarding and BMX games. It's very important that it zooms and scrolls fluidly with the action, especially when riders launch off ramps. **SFAM doesn't excel in this area either.** Aside from the cool music, there's not much here. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
2	6	4	3

NBA Live 2001



Publisher: EA Sports
Developer: EA Sports
Featured In: *EGM* #136
Players: 1-8
Supports: Dual Shock
Best Feature: In-game challenges
Worst Feature: Still choppy
Web Site: www.easports.com

NBA Live 2001 is more like NBA 2000 1/2. I can't really recommend plunking down any additional cash for this one if you already own last year's game. **Sure, EA added some new low post moves and an in-game challenge feature, but the engine itself remains almost unchanged.** That isn't all bad, but you'd think that EA could really have taken 2000 and polished up the framerate and other slippery spots. Player control also remains spotty, as the speed burst is too generous and special moves (i.e., crossover, spin, etc.) tend to be unreliable. It's frustrating to do a spin move and watch helplessly as your guy saunters out of bounds. Instead of focusing on these elements, EA has added facial reactions and other gimmicks. Does anyone actually go into the replay mode to see Shaq's goony mug smile after he dunks? Maybe I'm missing something, but that's not a big thrill for me. The one-on-one mode remains intact and is actually a pretty enjoyable, and competitive, experience. Notch the difficulty up to Superstar and you'll have Jordan clinging to your jersey like a cheap suit. Season play remains the most rewarding aspect of the game, however, as EA's glossy presentation and dizzying array of stats will keep you coming back for more. If you're absolutely dying for the roster update, which is about what this amounts to, then shell out and never look back. Otherwise, hang on to 2000 and save up for the PS2. **Dan**

I don't mind that Live 2001 is essentially unchanged from last year, but then again I don't have to plunk down $45 either. It's a toss-up. On one hand they've added some useful new features like the challenges (they're just like Madden cards only for basketball) and snappy new color commentary. The new "inside game" (essentially a better selection of post-up maneuvers) is the only real gameplay improvement. So **to casual fans it'll seem like dejá vu all over again.** An argument could be made for saving the dough for a PS2 and accordingly—NBA Live 2001 for the PS2. You'll still get your fix of Live and it'll look a whole lot nicer...Hmm, decisions, decisions. **Dean**

Being intimately familiar with EA's basketball offerings since Lakers vs. Celtics, I always look forward to the annual update of this hallowed series. In this installment, EA has squeezed just about everything they can from the PS graphically, and **it looks pretty much the same as last year.** The players appear deformed in close-ups for some reason, and some of the moves on the way to the hole look disjointed. Gameplay is the real key to a quality sports title, though, and NBA is still as solid as ever. Plus, EA has tuned up the music, sound effects and announcer commentary for richer ambience. NBA is still the best console basketball game out there. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	6	6

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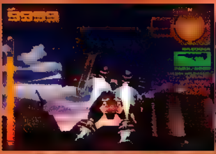

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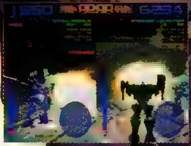

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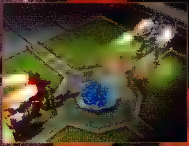

Replays highlight your destructive kills

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FROM SOFTWARE

TEEN

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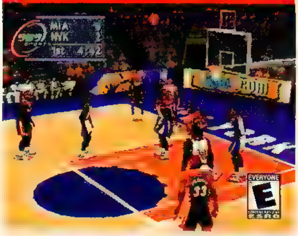
NBA ShootOut 2001



Publisher:	989 Sports
Developer:	989 Sports
Featured In:	*EGM* #136
Players:	1-8
Supports:	Dual Shock, Multi-tap
Best Feature:	Create a funky dunk
Worst Feature:	Visuals
Web Site:	www.989sports.com

Hey, news flash folks! NBA ShootOut 2001 is barely different than last year's version. That's not really an indictment of 989 sports, as it is a fact of developing for a console which is past its prime. I dug deep for some real added value in this year's installment, but found only minor refinements. Overall, this is a below-average effort for a series which never really came of age. **One look says it all, as grainy textured players, dimly lit arenas and a lack of transition animations give this one the feel of an older PSX title.** I appreciate what they've tried to accomplish by bringing their "total control" concept to the basketball court, but it wears thin quickly. It works like this; start shooting and a bar begins to rise on a meter with red, yellow and green areas. Stop it in the green area and you're almost guaranteed a bucket. This is somewhat challenging at first, but players will adjust and soon find it better turned off (unless you think shooting 85 percent is realistic and/or fun). Other quirks include a speed burst that is overzealous, too many dunks and too many fouls and steals. I know the talent level of the NBA is watered-down and not what it once was, but does the same have to be true of our console hoops titles? ShootOut is a series that has been around awhile, but it has failed to progress to the esteemed veteran status of its cousins (GameDay and FaceOff). Rent, chuckle and dismiss. Better yet, skip the renting part. **Dan**

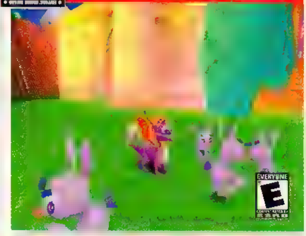
This series is starting to get about as tired and unattractive as a Patrick Ewing jumpshot. It seems that 989 Sports has hit a wall with this game, or even more probable, they're devoting their energies to a PS2 version. What you see here is basically what you've seen in the 2000 edition: the innovative create-a-dunk mode, icon play controls (passing, cutting), and all the requisite seasons and stat tracking features. The drab graphics have been marginally improved, but are still too choppy for a sport punctuated by speedy and graceful players. If you must have a hoops game, rent this, but wait until the PS2 version hits to buy. **Kraig**

Outwardly ShootOut and EA's Live 2001 are very similar. But when it comes to the important stuff—AI and gameplay, there's more than a few differences. For example, when playing against the computer in ShootOut 2001, **your teammates tend to stand around like bystanders.** Instead of jumping for rebounds they simply wait for the ball to come to them. Worse yet, they'll occasionally leave gaping holes in the lane. It's like they're afraid to leave their man for the double team in situations that call for it. Some of the animation, specifically steals and speed bursts, look forced as well. Even after all these years, ShootOut still can't topple NBA Live. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	5	5

Spyro: Year of the Dragon

EGM SILVER



Publisher:	Sony CEA
Developer:	Insomniac Games
Featured In:	*EGM* #134
Players:	1
Supports:	Dual Shock
Best Feature:	Solid gameplay
Worst Feature:	Still too freaking cute
Web Site:	www.playstation.com

It's almost sad Spyro is so cute—it makes you wonder how many people passed over this series because of its look. Which is really too bad; because despite the bright visuals and non-violent gameplay, the first two Spyro games are easily some of the best-playing (not to mention best-looking) action/platformers on the PlayStation, and Year of the Dragon actually tops them both. This final Spyro for the PlayStation keeps the same general feel as the previous releases—the basic idea is still to collect items to advance—but now you can control four new characters in their own stages, giving the game a welcome change of pace. I don't know about you, but there's something soothing about controlling a mad monkey with a laser gun...Anyways, just as with the games before it, Year of the Dragon has excellent control and a super-smooth graphics engine: not only are glitches nearly non-existent, Spyro still has the best camera in any 3D game I've ever played. I'm also a huge fan of the difficulty level; even though gaming youngsters could probably beat Year of the Dragon with few troubles, trying to do the same with every gem and egg in your pocket is more than a bit challenging. **Spyro is just about as polished of a game as you can get on the PlayStation**, everything from the graphics, to the gameplay, to even the voice acting is topnotch. So, even though the visuals might be daunting, don't let this one pass you by. **Ryan**

Spyro is a cute little guy who appeals to wee people (kids) and girls. There, I said it. Knowing this, I really didn't want to play Spyro: YotD. But to be fair, the game is pretty cool. You're no longer stuck using the purple protagonist alone—this time around you get to use a bunch of his buds, and some of them are way cool. Take the Yeti, for example, whose main ability is to walk around and smash fools with his big ice-club. He should get his own game (I'm serious). **It's precisely this variety that makes Spyro: YotD such a hoot 'n' a holler.** While unlikely to convert the "hardcore" crowd, it's a fun game that will please those who care. **Milkman**

The Spyro games have never been my bag, but **the depth and variety of gameplay in YoTD have made me a purple-dragon lover.** While the game is certainly not skewed toward my demographic, I thoroughly enjoyed wandering around the levels, meeting new characters, and facing all the puzzles, playing through mini-games along the way. The story line always provided enough meat to lead me further into the game, and the graphics are as good as you'll see on the PS. The production values (animations, voice-overs and the like) are topnotch, and the lighthearted feel of YoTD is a refreshing break from the dark, intense games I've been playing lately. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	7

Army Men Air Attack 2

Publisher:	3DO
Developer:	3DO
Featured In:	*EGM* #133
Players:	1
Supports:	Dual Shock
Web Site:	www.3do.com
Best Feature:	A decent Army Men game for once
Worst Feature:	Restrictive camera angle

If 3DO wants so badly for Army Men to become a decent franchise (and they obviously do), they need to stop making junk like Sarge's Heroes and put that energy toward games more like Air Attack 2. While it still goes a little overboard on the whole green plastic soldier theme, **Air Attack 2 is a good improvement over the first Air Attack and is actually fun to play.** The story is more cohesive this time: As Captain Blade of the Green Army you have to progress through various missions, acquiring new wingmen (who serve as a secondary attack) and new choppers. Air Attack 2 is nothing special in the graphics department, and suffers from framerate and slow-down problems (especially in the heat of battle), but it's nothing so bad it ruins the gameplay. The worst thing is the high camera angle, which cuts down your field of vision and makes any incoming attackers difficult to get in your sights. Fortunately, the control is simple and tight and most importantly, the game is fun to play. 3DO take note, this is the direction Army Men should be taking. **Andrew**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	7	6

ATV Quad Power Racing

2/3
POSITION 2/6
EVERYONE
E

Publisher:	Acclaim
Developer:	Climax Group
Featured In:	*EGM* #135
Players:	1-2
Supports:	Dual Shock
Web Site:	www.acclaim.com
Best Feature:	Great physics
Worst Feature:	Tracks are too long

Is there a motor-vehicle around that doesn't have its own video game? In case you've needed a four-wheeled all-terrain vehicle game in your life, well, Acclaim has heeded your call. ATV Quad Power Racing has an unsurprisingly average number of quad-riders, that ride a predictable number of quads, each with his own strengths and weaknesses. Accordingly, you'll be able to race across the expected variety of outdoor terrains (snow, forest, sandy), and unlock even more tracks in the same environments. Despite the mind-numbing "been there, done that-ness" of ATV Quad Power Racing, **the game offers a surprisingly adept physics-engine** that replicates the rocking and rolling nature of riding one of these beasts. The speed seems appropriate for vehicles of this ilk as well, but the graphics range from acceptable to ugly, with flat tree-walls making for "natural boundaries." The other drawback is the overly long tracks, with each lap taking a couple minutes to navigate. Another racing game in a crowded field, but not bad overall. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	5	7

It's A Different Kind of RPG.....

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Blaster Master Blasting Again

Publisher: Sunsoft
Developer: Sunsoft
Featured In: *EGM* #131
Players: 1
Supports: Dual Shock
Web Site: www.sunsoft-games.com

Best Feature: Fun like the NES game
Worst Feature: Music high on the cheese factor

Pretty much everything about Blasting Again has an old-school feel to it. From the cheesy rock music found in 90% of '80s action games, and somewhat surreal setting, Blasting Again is reminiscent of its NES predecessor. Despite a few shortcomings, it's also a pretty fun game—a nice combination of 3D platforming and action/shooting. Control problems become evident once Roddy hops out of Sofia and starts trekking the terrain by foot. It's very difficult to aim because of the lack of an automatic camera. Load times are a bit on the long side, especially considering that most of the level sections aren't very big or detailed. On a related note, the graphics, particularly the coloring, are bland and dark (although this is most likely a design choice, considering the game takes place underground). Save points could be less spread out as well, since dying results in a reload of a save file, forcing you to do everything again. Reading my review, it sounds like I didn't like Blasting Again too much, but **I honestly enjoyed it once I got past the flaws.**

Andrew

VISUALS	SOUND	INGENUITY	REPLAY
6	6	8	6

Breakout

EGM SILVER
EDITORS' CHOICE AWARD

Publisher: Hasbro Interactive
Developer: Supersonic
Featured in: *EGM* #131
Players: 1-2
Supports: Dual Shock
Web Site: www.hasbro interactive.com

Best Feature: Inventive levels
Worst Feature: Over too soon

A damsel in distress. A hero on an adventure. Castles, dragons, spaceships and deadly robots. **These elements combine with classic Breakout-style paddle-ball action, and the result is a surprisingly entertaining retro game.** Every stage is cleverly designed, and each offers a distinct challenge. Bounce your ball into a herd of sheep to help them jump over a fence. Take down a prison wall, brick by brick. In between the primary stages are cute mini-games and boss battles. All of this is great fun while it lasts, but don't expect this title to offer the replay value of Arkanoid. You'll reach the end of the game in a day, two days tops. An inventive two-player game—similar in style to Bust-a-Move—adds to the attractiveness of the package, but not enough to warrant a purchase over a rental. If it were triple the length, it would have joined the few classic arcade "updates" worth making a part of your game library. As it is, it's a good excuse for a trip to the video store, or maybe as a Christmas gift for more casual gamers.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	8	9	5

Galaga

Publisher: Hasbro Interactive
Developer: King of the Jungle Ltd.
Featured in: *EGM* #131
Players: 1
Supports: Dual Shock
Web Site: www.hasbro interactive.com

Best Feature: Classic Galaga music
Worst Feature: Plays nothing like the original

Updates of classic arcade games tend to work best when the fundamental gameplay of the original title is kept intact (take Tempest 2000, for example). Galaga starts out promisingly; the first few swarms of mechanical insects come at you from a top-down view, just as they did in 1981. But **within minutes, the camera jumps behind your ship, and the game becomes a mediocre StarFox knockoff.** In this mode of play, hitting enemy ships with your lasers is almost a matter of chance. The strategic shot placement and timing of the original is lost as you find yourself simply firing endlessly at the center of the screen. Mercifully, the play shifts now and then to other modes, including some horizontal-scrolling stages and a few *Star Wars*-inspired turret duels. The levels are at least visually arresting; a good thing, since there is no save feature, and you'll have to sit through each one of them every time you play. Don't buy this game expecting a nostalgic trip down memory lane; If you want to re-experience Galaga, get Namco Museum Vol. 1 instead.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
8	7	3	2

Bomberman Party Edition

Publisher: Vatical
Developer: Hudson
Featured In: N/A
Players: 1-5
Supports: Dual Shock, Multi-tap
Web Site: www.vatical games.com

Best Feature: It's Bomberman
Worst Feature: The throw-away single player mode

You just can't keep a good Bomberman down. After a few disappointing appearances on the N64 and the isometric Bomberman World for PlayStation, the series returns to its roots—quirky, simple, and highly addictive gameplay. Up until now, we've been seeing a different side of Bomberman during the 32-bit era than we saw with the good ol' 16-bitters. **Party Edition proves that top-down bombin' is the only way to go,** and if you've played any of the SNES games, you know what to expect. It would have been nice to have more multiplayer levels (and at least one "plain" level). Otherwise the only weak link is the atrocious single-player mode, which bears little to no resemblance to Super Bomberman: Power-ups are seriously lacking, levels are boring and stale, and the music is plain awful (like it is throughout the entire game). But Bomberman is best played with other people in the room, and the degree to which you can customize the battle mode is excellent. It's not the best version of Bomberman in the world, but at least it's what Bomberman should be.

Andrew

VISUALS	SOUND	INGENUITY	REPLAY
7	3	7	9

Family Feud

Publisher: Hasbro Interactive
Developer: Artech Digital Studios
Featured in: N/A
Players: 1-2
Supports: None
Web Site: www.hasbro interactive.com

Best Feature: Only takes 20 minutes of your life
Worst Feature: Virtual Louie

Why isn't Family Feud worth buying? Here are the top three answers: 1. An inexcusably inconsistent answer-recognition system. While willing to take a response such as "restaurant" in place of the default "dining out," the game will not take "doctors office" in place of "doctor's office." (Notice the difference? An apostrophe!) 2. A poor visual presentation. **Mixing real video footage of host Louie Anderson with stiff, low poly count "contestants" gives the impression that the show is being recorded live in the low rent district of 'Toon Town.** And all of Louie's intrusive comments come off as utterly generic. 3. A setup that is not optimized for one- or two-player play. While the game prompts 1-2 players, it seems to be created with at least four players in mind. When the 'fast money' round hits, two members of a single family (team) are asked to participate, each answering the same set of questions one after another. Having a single individual play as both family members is silly, and defeats the purpose of this final stage. I'll pass, Louie.

Andrew

VISUALS	SOUND	INGENUITY	REPLAY
2	5	3	3

Jeopardy! 2

Publisher: Hasbro Interactive
Developer: Artech Digital Studios
Featured in: N/A
Players: 1-3
Supports: Multi-tap
Web Site: www.hasbro interactive.com

Best Feature: Great selection of categories
Worst Feature: That darn text parser

Some games just aren't meant for consoles. Jeopardy! 2, with its heavy reliance on text input, surely belongs in this category. Using a cursor to tap in every answer letter-by-letter is an exercise in frustration. Yes, there is an auto complete option that helps the process go more quickly, but this setup is still nowhere near as intuitive or as fun as You Don't Know Jack!'s multiple-choice design. That said, Jeopardy! 2 offers a solid selection of categories, broad enough to be assessable for most players. A minor gripe: You can't play the two-player game without activating a computer opponent. This is an odd omission, being that you can play a solo game sans other contestants. The video of host Alex Trebec flows seamlessly into the slick but simple interface: There is just enough flash to get the sensation that you are taking part in the television show. **Better than Who Wants to Be a Millionaire, but not at the top of the game show pile.** If you haven't already purchased YDKJ, do so, and leave this as a weekend rental.

Shawn

VISUALS	SOUND	INGENUITY	REPLAY
5	8	2	6

IT WILL KNOCK THE SHOCKS OFF YOUR PLAYSTATION®2!

WILD WILD RACING

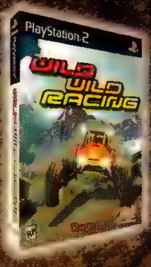
Back off, Buddy!

This one'll make me famous!

Head to head action!

SURE YOU CAN MAKE 'EM EAT YOUR DUST... BUT CAN YOU MAKE 'EM TASTE IT?

Sure you can make them eat your dust... but can you make them TASTE it? Wild Wild Racing is a classic arcade-style off road racing game that has been designed to take advantage of the ground-breaking PlayStation®2 computer entertainment system technology. Drivers race through spectacular landscapes and diverse environments, facing unique challenges and extreme stunts. Complex real-time physics, huge tracks and upgradeable cars add to the excitement of single player or head-to-head action in the first off-road racing game to launch with the PlayStation®2.



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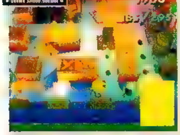
PlayStation 2

EDITORS' CHOICE AWARD
EGM SILVER

Ms. Pac-Man Maze Madness



Publisher: Namco
Developer: Mass Media
Featured In: *EGM* #133
Players: 1-4
Supports: Multi-tap
Web Site: www.namco.com

Best Feature: Lots of depth
Worst Feature: Requires plenty of patience

The differences between this version of Ms. Pac-Man and the N64 one are negligible. So instead of rehashing the obvious by telling you how good this is, let me tell you a little bit about the cool multiplayer modes on both versions. At quick glance, you might mistake the top-down maps for Bomberman arenas, and sometimes the gameplay is equally as addictive as that game. Here, four different Pac-Men (CPU or human) run around, competing in different events that consist of Dot Mania (dot gobbling rumble), Da Bomb (Pac-Man version of Keep Away) and Ghost Tag (eat dots and catch your opponent.) Each one is distinctively different: one focuses on power-ups, while another focuses on the chase. There's a ton of maps to play from, each with its own look and style of play. New levels can be unlocked as you go through the one-player mode, giving you that extra incentive to be thorough. Suffice to say, **it's nice to see a multiplayer component of a game that's been given as much thought as its single-player counterpart.** **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	8	9

Muppet RaceMania

Publisher: Midway
Developer: Jim Henson Interactive
Featured In: *EGM* #134
Players: 1-2
Supports: Dual Shock
Web Site: www.midway.com

Best Feature: Loaded with character
Worst Feature: Incredibly sloppy control

I went on a mini-tirade last month against kart racers (courtesy of the average-in-every-way RC Revenge). MRM gets the license part down perfectly—loads of characters, movie-themed courses, heck, there are even clips from the various Muppet movies introducing each track. The game looks good also; bright colors and a solid framerate help bring the Muppet universe to life, as does the quirky music and clear audio samples (gotta love the sarcastic old men chiming in before the race). But **all that isn't enough to overcome the poor control that plagues this game.** More often than not, I found myself sliding all over the track; trying to correct only lead to oversteering and more erratic driving. At the very least, this is worth a rental, and if you're a hardcore Muppets fan, you might get used to the loose controls. Jim Henson Interactive gets points for trying to be different in a stale and derivative genre. Oh, and a sidenote to kart racer developers: a wide-open track that fools players into driving into a deadend isn't the best of designs. **Andrew**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	5

NHL 2001

Publisher: EA Sports
Developer: EA Sports
Featured In: *EGM* #136
Players: 1-4
Supports: Dual Shock, Multi-Tap
Web Site: www.easports.com

Best Feature: Rebounds
Worst Feature: Framerate

NHL '98 was the best PlayStation iteration of this revered series, but it was by no means perfect. I'm sad to say that, while NHL 2001 is good and fun enough, it just doesn't capture hockey for me. **I am sick of EA's motion-capture and lousy framerates combining in a conspiracy to kill gameplay.** That's especially true here, as the herky-jerky skating hampers your ability to score in close. Even if you do score in traffic, it's hard to really feel like you did much to earn it. So the game is reduced to a bunch of wing-to-center, center-to-slot one-timers. Those are fun enough, but I want to exert more control over my skaters. Sometimes they shoot off in odd directions when I wish they'd just smoothly skate left or right. Other in-game features such as the presentation, depth and custom options are all topnotch, which makes this an even tougher purchase decision. I enjoy older versions (Genesis, PS '98) and the newest version (PS2) a lot more than this. If you love everything about the EA hockey series on the PS, then have at it. I recommend FaceOff 2001. **Dan**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	6

Muppet Monster Adventure

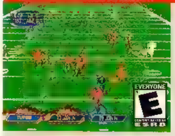
Publisher: Midway
Developer: Magenta
Featured In: *EGM* #134
Players: 1
Supports: Dual Shock
Web Site: www.midway.com

Best Feature: Gameplay is surprisingly solid
Worst Feature: It's easy to see this was made for kids

Now this is a pleasant surprise. There's no doubt that Muppet Monster Adventure borrows heavily from the Spyro series—in both its colorful visuals and collection-style gameplay—but this title also walked away with something else those dragon games are known for: a very solid feel. While the graphics aren't quite up to Spyro's level, and the difficulty level is on the easy side (it's clearly made for a younger audience), **Monster Adventure is still a fun experience for gamers of all ages**—just not an overly polished one. Aside from the cool factor (don't even be talking bad about the Muppets), this game also gives a unique spin on the standard action/platformer genre—after collecting medallions stamped with famous Muppet mugs, you can acquire their power. Gonzo morphs you into a bat, while Miss Piggy's abilities let you karate-chop through doors; each allowing to get to new areas. And then when you add in an excellent soundtrack composed by Michael Giacchino (Medal of Honor), Monster Adventure is almost worth trying out just to listen to the music alone. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
7	9	7	7

NFL Blitz 2001



Publisher: Midway
Developer: Point of View
Featured In: *EGM* #131
Players: 1-4
Supports: Dual Shock, Multi-tap
Web Site: www.midway.com

Best Feature: Still plays like Blitz
Worst Feature: Well, it still plays like Blitz!

A couple years ago, Blitz was an impressive PlayStation title, but now it's on the edge of falling into a pit of mediocrity. Surprisingly, it seems like the graphics haven't kept pace with the current crop of PS games. The players look messier than past versions of Blitz and there are bouts of slowdown when lots of players get on screen. Even the "on fire" effects are pretty lame. Despite not looking so great, Blitz still delivers what made it popular in the first place: fast-paced football with no rules or regulations. The problem is that the formula hasn't changed much over the past few years, and **if you've played any of the previous PlayStation Blitz games, you'll get tired of this one very quickly.** To change things up a bit, Midway added more plays and a play creation utility, but ironically, this stuff undermines the simple charm of Blitz. It's almost a Catch-22 situation. The features are the same as the Dreamcast version, so read that review for more info, but the verdict remains the same. Buy this only if you haven't played Blitz much before. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	5

Wheel of Fortune 2

Publisher: Hasbro Interactive
Developer: Artech Digital Studios
Featured In: N/A
Players: 1-3
Supports: Multi-tap
Web Site: www.hasbrointeractive.com

Best Feature: Easy play mechanics
Worst Feature: Waiting forever for a turn

A multiplayer game's entertainment value rests in good part on the balance of the opponents' skill levels. Ever jump into a fighting game for the first time, only to get your butt kicked by somebody who has been playing the title for years? Or muster through a sports game battling against an opponent who already knows all the money plays? Well, Wheel of Fortune 2 nicely evens those kinds of odds. **It's not based on hand-eye coordination or memory; you don't even need to be good at trivia to compete.** Everybody playing will find the control easy to pick up—no spelling out full words at every turn. But you will find yourself doing a lot of waiting: a single player can control the board for 10 minutes at a time; then again, that's how the TV show works too. Presentation is very basic—no audience or contestants to look at, just the wheel, the scoreboard and Vanna, presented in video snippets that add to the production value without being distracting. It's not flashy, but there's everything you need for a game of Wheel. If you like the show, give it a spin. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
5	8	2	7

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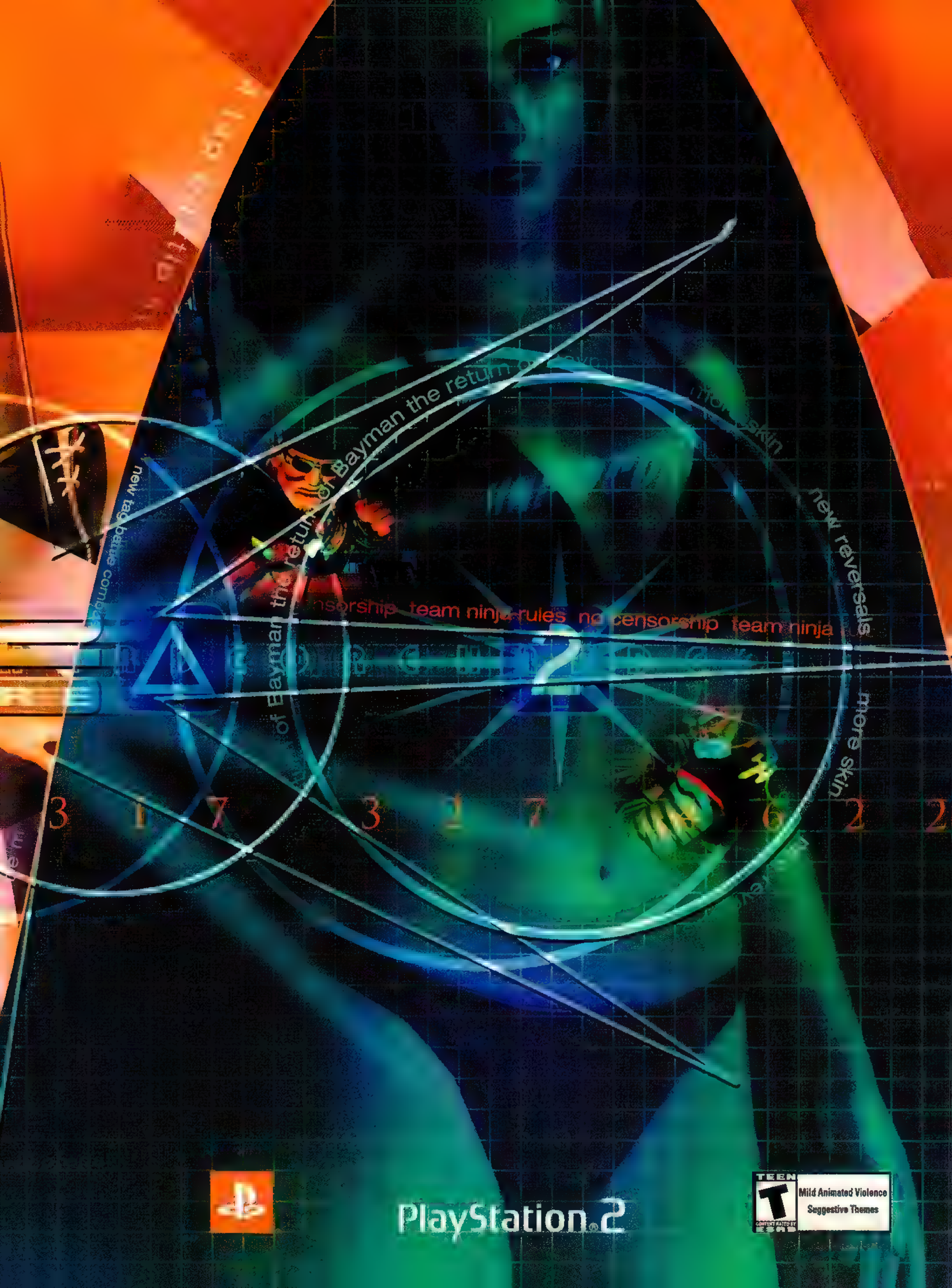
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PlayStation 2
TEEN
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CONTENT RATED BY ESRB
Mild Animated Violence
Suggestive Themes

Armored Core 2

PS2

Publisher: Agetec
Developer: From Software
Featured In: *EGM* #128
Players: 1-2
Supports: Link Cable, USB Mouse
Best Feature: Fully customizable robots
Worst Feature: Frustrating controls
Web Site: www.agetec.com

Finally, after so many slightly upgraded Armored Core games, we finally get the official sequel for the PS2, and guess what? **It's the exact same game again, just with nice shiny graphics**. If you have no idea about the AC franchise, allow me to summarize—"ehh, 's alright." The best thing about the series has always been how you can build and customize your mech from an intimidating range of parts (weapons, arms, legs, computer, head and tons more—right down to the paint job). You fight in both a nice variety of single-player missions (seek and destroy, retrieve, escort, etc.) and one-on-one arena competitions (two robots enter, one robot leaves). Completed missions earn you money, so you can buy more parts, so you can earn more money, so...you get the idea. My main problem with these games—besides their stubborn refusal to evolve—is with the control. What the hell does From Software have against the analog sticks anyway? Here is a game that requires quick movement in every direction and you are stuck turning your mech (very slowly, I might add, even with parts installed to speed it up) with the D-pad, with shoulder buttons to look up and down and no 180° quick turn. Absoludicrous! Sure, I admit the missile trails, awesome explosions and glistening robot models do add something, just not enough to recommend AC2 to anyone but those who are already fans.

Mark

AC2 is at once a perfect model of what mech games should and should not be. It looks outstanding, it lets you customize your mech, and there are plenty of missions and modes to explore, including two-player split-screen or linked capability. If it wasn't so terribly unbalanced, these positive attributes would carry a lot more weight. May the deity of your choice help you if you get caught in a stream of bullets, 'cause you'll never break away from it. The story is uninteresting and the weapons and controls are slow and unresponsive. **I do like AC2's visuals and applaud the effort on this title, but it's just not fun to play**, and that's what it's all about.

Jonathan

Would someone please explain why From Software thought to include every conceivable tweaking option in AC2—including linked multiplayer and the ability to craft your own decals with a USB mouse—but then left out analog-stick support. It's just a little thing, but it would go a long way toward updating gameplay that's little changed from the PS one games. That said, AC2 looks extraordinary, with outstanding mech models and the fancy weapon effects fans of Macross-flavored battles love. Of course, you get the endless mech-customization options and some decent missions, but **the stiff control really hurts this game's score.**

Crispin

VISUALS	SOUND	INGENUITY	REPLAY
8	6	4	6

Evergrace

POWER
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TEEN
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ESRB

PS2

Publisher: Agetec
Developer: From Software
Featured In: *EGM* #136
Players: 1
Supports: None
Best Feature: Lots of weapons and outfit options
Worst Feature: Obnoxious load times
Web Site: www.agetec.com

Having recently played Eternal Ring, Evergrace feels a lot like a third-person version of From Software's other PS2 action RPG. Despite the stylistic similarities, however, Evergrace has a bundle of cool extras that set it apart from your standard game in this genre. Providing the player several aesthetic and functional equipment options, which include a frying pan as a weapon (complete with fried egg) and a straw nest for a hat, Evergrace shows off its comedic side rather well by syncing it with a simple plot and character profile. A well-thought-out player management system allows you to save the game, shop and change between two quests at the same location. Linking attack strength to the player's hit points is another innovative feature that gives the game a more realistic feel. Like Eternal Ring, the graphics are superb, but the music is just as forgettable. Where Evergrace really lost points with me was in its technical aspects. Loading points took far too long and appeared rather frequently–it felt worse than many PS games. **Any more than three enemies on the screen at once spelled disaster for the game** in most cases, as it slowed considerably. While the camera controls were tolerable, I did find myself frustrated with them when navigating narrow bridges or fighting bosses. Gamers used to these issues might enjoy this game, but I have a hard time seeing most players finding it worthwhile.

Jonathan

I tried to ignore the bad buzz I heard about the import Evergrace, hoping the PS2 could have a good action/RPG right at launch. No chance. First of all, graphically, **this game is the poster boy of the PS2's "jaggy" visuals problem**; even without that, environments and characters are rather sparse and dull-looking. Controls have their own problems—no decent camera control and no enemy lock-on feature (when will people learn 3D games need this?) make combat a chore. The overworld, dungeons and puzzles, if you can call them that, are nothing special either. All the items you can gather and their special abilities are cool, but that's all EG has.

Mark

For the first real action/RPG on the PS2, this isn't half bad. The "dress-up" system in the game is definitely cool and adds another element to the game's puzzles. It takes a while to get used to, but once you get the hang of it you'll be switchin' outfits like nobody's business. The biggest problem I have with the game is the music. It's just there, it's repetitive and doesn't match up with the on-screen action. The voice acting goes from good to cheesy—but since the music doesn't accentuate what's happening, it feels all the more flat. Graphics are about par for the course: **nothing eye-popping, but good.** EG gives RPG fans something worth playing at launch.

Chris

VISUALS	SOUND	INGENUITY	REPLAY
7	6	8	6

Gungriffon Blaze

TIME
SCORE 0000000
OPTION
ENEMY
TEEN
T
ESRB

PS2

Publisher: Working Designs
Developer: Game Arts
Featured In: *EGM* #136
Players: 1
Supports: None
Best Feature: Intense gameplay
Worst Feature: Not enough missions
Web Site: www.workingdesigns.com

Gungriffon Blaze doesn't beat Armored Core 2 in the visuals department. It suffers from a short draw distance and much of its terrain is just too plain. But GB is the hands-down winner when it comes to edge-of-your-seat fun. As fans of the Saturn original should expect, this game is fast and intense. You don't lumber around in a bulky 'bot (well, unless you unlock one of the bulky 'bots and pick it at the Options Screen, but then that's your fault). GB's mechs are zippy things that fly and fight with agility—thanks to the excellent dual-analog control scheme. You don't have to worry about hours of tweaking in the hanger, either. Just mount a weapon and some handy items found in previous battles and you're good to go. But that doesn't mean this game lacks strategy. The six missions here are pretty well-designed—you'll escort helicopters, storm a gun-rimmed mountaintop, etc.—although I sometimes had trouble finding my next objective or tracking down certain enemies. Panicky hit-and-run tactics will doom you in later missions, in which you'll need to take cover behind buildings or bluffs and snipe enemies from afar. I just wish there were more missions. The six here just ain't enough, even though you can open advanced versions of them if you achieve high scores. Still, **you mech fans will be glad you got GB the first time you crest a hill and spy a full-on battle between your squadmates and the enemy**. Wow!

Crispin

If only Game Arts had included a decent radar this would have scored a few points higher. Gungriffon controls well and offers up some great battle action, but always searching frantically for your next objective or enemy, based solely on the tiny map you see at the beginning of each level, destroys most of the enjoyment. Besides which, each level has a time limit. Combine that with the lack of a good radar and some missions are downright annoying. As it is, this is a nice-looking game that **doesn't quite re-create the experience of playing its Saturn brethren**. It just needed a few tweaks and some better music. I guess there's always hope for a sequel.

Greg

Gungriffon looks pretty good and controls well once you adjust (although there should be an option to control movement with the left stick and look with the right instead of the other way around). The music is cheesy and the story practically nonexistent, but the meat of the game—arcadey action-packed combat—is good fun. **The feeling of chaos as battle wages around you, with both friends and enemies joining in the fray, is truly thrilling.** A decent radar, deeper gameplay or more levels would have upped the score. A very different game than Armored Core 2, but if I had to choose just one PS2 mech game I'd take this one.

Mark

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	7

EGM SILVER

Midnight Club

Def Jam recordings
TEEN
T
ESRB

PS2

Publisher:	Rockstar Games
Developer:	Angel Studios
Featured In:	*EGM* #136
Players:	1-2
Supports:	None
Best Feature:	Huge playing fields
Worst Feature:	A tad too difficult at times
Web Site:	www.rockstargames.com

With Smuggler's Run getting most of the press leading up to the launch, I have to say my expectations weren't too high for Midnight Club. I was pleasantly surprised by what's offered from Rockstar's second PS2 title. **Angel Studios comes through again** and delivers huge racing environments based on real cities like New York and London, complete with working traffic lights, loads of buildings, pedestrians and other commuters. The first thing you'll notice after getting over the coolness of being able to go anywhere and pretty much destroy anything is that this game is hard! Not only is it kind of difficult to chase down your opponents, once you actually get them to commit to a race expect to spend a good hour beating them. Well, at least in the later levels. I guess it's better than being guaranteed a win every time you put your foot to the floor, but the frustration it causes may lead you to break your very first Dual Shock 2. Midnight Club's got hardcore race fan written all over it. The presentation ain't too shabby, either. Even with that huge surface area, loads of cars and people to keep track of, the game never slows down. As you unlock more cities you can cruise through them at your leisure or challenge a buddy to a friendly race. The two-player mode is merely decent, though. Nonetheless, this is a racing game that's entirely unique, very challenging and thoroughly enjoyable from start to finish. **Greg**

From the folks bringing you Smuggler's Run comes an equally colorful title with the same law-breaking, high-speed action. It's hard to find things to complain about in a game where you can drive onto center court of Madison Square Garden in a low-rider you just won from a trash-talking street punk, but I'll mention a couple. I found the backgrounds a little basic and stale at times, and a tad more variety in the car designs would edge out some of the monotony. Otherwise, **Midnight Club is a fantastic realization of a street racer's dream**, and will provide tons of fun for any reckless driver who wants a little more than your average racer can offer. **Jonathan**

A game setting where you cruise around city streets with a gang of street racers and challenge them to high-speed pursuits sounds pretty cool. The game's dark-and-gritty atmosphere looks spectacular too, taking advantage of the PS2's boffo graphic capabilities as far as any game yet. But though MC delivers some high-speed exhilaration, I still **felt like a rat trying to find his way out of a high-res maze**. The margin for error in racing the gang is too thin, but the game always drew me back for more because it's so darn pretty. MC is a nice first attempt and a fresh angle on racing games, but it doesn't have the necessary stuff to define a new genre. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	9	8

EDITORS' CHOICE AWARD EGM GOLD

NHL 2001

EVERYONE
E
ESRB

PS2

Publisher:	EA Sports
Developer:	EA Sports
Featured In:	*EGM* #135
Players:	1-4
Supports:	Multi-tap
Best Feature:	Realism
Worst Feature:	Slight slowdown
Web Site:	www.easports.com

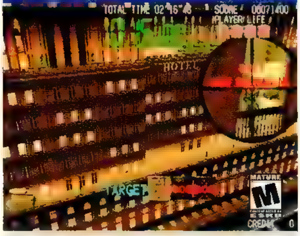
While EA's hockey franchise was revered during the Genesis days, it was a hot and cold property on the PlayStation. Given the recent gimmicks EA added to the PS version (slapshots enhanced with a cannon sound effect, NFL Blitz-style checks), I was fearful about the direction the PS2 version might take. Well fellow puckheads, to quote Wayne and Garth, let me just say...Game On! **NHL 2001 for the PS2 is a possible Rookie-of-the-Year candidate on the PS2 sports scene.** Passing, skating and scoring are as intuitive as ever, and the added power of Sony's new console enhances some previously problematic gameplay issues. Remember how the deke used to be so herky-jerky that you never really knew when to shoot? Forget it. Now moves string together beautifully and goals are rewarded with the appropriate amount of fanfare and excitement (watch your players jump and pound the glass near a group of riled-up fans). It's awesome. There is some minor slowdown near mid-ice, but this hardly breaks up a gameplay experience which is immersive and deep. Minor gripes include, again, the big hit (turn it down, or off) and other issues which can be dialed in a little better with your own tweaking. Man, I never thought I'd relive the joy of the Genesis Ice Age but this is a very promising start. Once EA adds the much-needed franchise mode, and the inevitable online option, I'll be in heaven. **Dan**

Although Madden might be the EA PS2 game that's getting the lion's share of the hype, I think that **NHL 2001 has actually made the most impressive transition to the system.** This game looks great from start to finish and has everything that made the NHL series so great over the years. The incredible visuals don't get in the way of the gameplay at all—everything is just as fast and smooth as it needs to be. It's just like the glory days, only with graphics that we could have only dreamed of back then. If you're looking for something wholly new, you might be a tad disappointed, but as far as I'm concerned, this is just about as good as hockey can get. **Kraig**

Hockey returns to the top of the video game sporting heap with NHL 2001. Not since the days of the Genesis could I say that about a hockey sim, but **EA once again raises the bar for console sports**. The player likenesses and stadiums are stunningly realistic, and the sounds give you a rinkside seat for a game that plays so real it's scary. I never felt anyone got hockey quite right on the current generation of consoles, but after a few speed tweaks to the game settings on this title, the game played as well as it looks. With the huge amount of flexibility built into the settings, NHL 2001 will keep hockey buffs riveted to their PS2s. This is a must-buy title. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	8	9

Silent Scope



PS2

Publisher:	Konami
Developer:	Konami
Featured In:	*EGM* #134
Players:	1
Supports:	None
Best Feature:	Cool sniping action
Worst Feature:	Over too quickly
Web Site:	www.konami.com

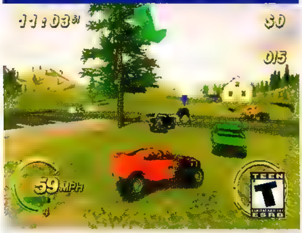
Silent Scope was a very unique arcade game. Anyone who strolled by the rifle fitted to the dashboard usually found themselves compelled to take the sniper-sim for a go or two. If you've actually played the game, you know it was cool as hell drawing a bead on a baddie's forehead and painting the walls with him. Now that the game has come home to the PS2, **does it survive the conversion, minus the presence of a controversial peripheral like a sniper-rifle replica? Yes it does.** If anything, the game is even easier, as tracking bad guys with the rifle was always a chore. The easiest tactic was to look directly at the screen, following the targeting reticle and the target, and once located, to aim through the scope and fire. Without a rifle to impede your progress, moving around and zooming in and out with the Dual Shock controller works just fine, although it can be awkward remembering what button does what. The challenges are varied, whether it be picking off bad guys lurking in windows, or pegging a terrorist running across a crowded football field carrying the president's daughter. The training missions help you get accustomed to the controls, but the greatest failing factor that brings Silent Scope down a notch is the fact that the game is over in no time at all. This is nothing new to arcade conversions, but that doesn't help this innovative game avoid rental status. **Milkman**

There's no doubt in my mind that the biggest reason Silent Scope and its sequel have been #1 at the arcades is because of the unique scope-screen. But if that had been the only thing this game had going for it, it would be a complete flop when it came home minus the gun support—luckily it's not. What you have here is **a solid sniper shooting game, with pretty good controls and tons of extras.** Variable difficulty, a load of practice levels and fine-tuned gameplay make Silent Scope much more than just another gun game. True, you won't be playing this one for weeks, but it'll last longer than you think. Not as much fun as a Virtua Cop, but close. **Mark**

Konami steps up to fill the need for a precision killing game at PS2's launch with a port of its arcade smash Silent Scope. The game made me feel like I was a sniper in Tom Clancy's novel Rainbow Six, and the pacing and level of intensity made my palms sweat and gunsights quiver as I shot my way through the levels. The aim/shoot mechanism was easy to learn and became intuitive after a few levels, and the real world cityscapes, complete with recognizable landmarks, added an element of reality and thus tension to the action. While **the wobbly motions and sudden camera swings made the flying levels a bit disconcerting**, SS is an early showcase game for the PS2. **Joe**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	7

Smuggler's Run



PS2

Publisher:	Rockstar Games
Developer:	Angel Studios
Featured In:	*EGM* #134
Players:	1-2
Supports:	None
Best Feature:	Huge, open terrain to navigate
Worst Feature:	Cops swarm you relentlessly
Web Site:	www.rockstargames.com

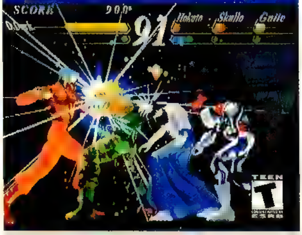
Just like their other PS2 title, Rockstar's Smuggler's Run is one of the most frustrating games to come along in quite a while. That's not to say it's bad, just that anyone who decides to get into this game has a lot of work ahead of them. Much like Midnight Club, the hook in Smuggler's Run is the huge amount of open terrain you get to drive across. In each mission you get dropped into one of three different levels and proceed to race other smugglers or obtain and deliver contraband. Angel made things a little more interesting by adding a "capture the flag" mentality to certain missions. Usually it means there are two teams vying for the same payoff. The resulting game of **high-speed tag over dangerous, undulating terrain simply rocks**. While the control is responsive and easy to master, the difficulty level in the game rises and falls more than the mountains you're racing over. Smuggler's starts off easy enough and slowly gets more difficult, until finally you hit two or three missions that require absolute precision to complete. Then it's back to a bunch of easy missions again. Such a strange learning curve may turn off a lot of casual gamers after only a couple of hours' playtime. If Angel had dialed back the tenacity of the cops constantly chasing you in each level the game would be much more user-friendly. Finally, Rockstar needs to hire some better musicians. The music in SR just doesn't work at all. **Greg**

If you like the chase modes in Need for Speed: High Stakes, or any part of Sega's Crazy Taxi, you're going to love Smuggler's Run. The environments are peppered with hills, jumps and loads of paths to explore. It's possible to travel over everything—even the rivers. You'd think driving through all these graphically intense areas would slow the framerate but it doesn't. The game is fast regardless of how much stuff is on screen at once. **The best part, however, is getting chased by the cops**. They're belligerent as hell, and at times way too powerful, but the challenge of eluding them is what keeps me coming back for more. You must check out this game. **Dean**

Smuggler's Run is **a subtle example of how a smidgen of the Ps2's power can immediately change gaming.** The beautiful expanses of terrain make for a great backdrop in this adrenaline-pumping race-chase game, where plotting the best course is as important as your reflexes. I was hooked for the first set of missions, but afterward they got a little repetitious. Don't get me wrong, running from cop cars and droppin' off contraband is fun, but I got frustrated and bored when I never got any firepower to fight back. The overall lack of depth and variety makes this feel like it was rushed, which is unfortunate since it had great potential. **Kraig**

VISUALS	SOUND	INGENUITY	REPLAY
8	6	8	8

Street Fighter EX3



PS2

Publisher:	Capcom
Developer:	Capcom
Featured In:	*EGM* #131
Players:	1-2
Supports:	None
Best Feature:	Curbed slowdown in U.S. release
Worst Feature:	Where's the 1-on-1 mode?
Web Site:	www.capcom.com

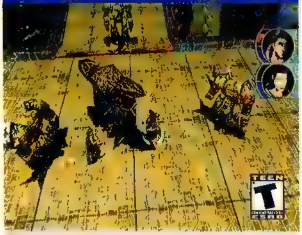
By now, most everyone who's into fighting games has realized that the EX Street Fighter series is somewhat of an acquired taste. The mock-3D style has alienated some, but retained enough fans over the years to warrant this third console title. Overall, **it's a lot like EX 2 Plus**, but a few new features and its presence on the next-generation system might make it a good buy for some. Those who've played the Japanese version know of the slowdown problems this game suffered from overseas. Thankfully, they've been drastically reduced for the American release without killing the framerate, which really helps the gameplay. The battle system is unique, yet somewhat confining. You start off flying solo, then accrue tag-team allies by winning battles. The last of the two enemies defeated in your opponent's party can be taken along to the final boss. While fun at first, this tag-team style should probably have been an extra mode rather than the backbone of this title. I miss the simpler one-on-one fights; there's no such thing here, you can only fight against teams in the single-player mode. Aside from a couple of new characters and the dressed-up artwork, you shouldn't be expecting too much from EX3. While that may sound a little disappointing, it's basically EX3, DOA2 or Tekken Tag if you want to get your fighting fix at PS2 launch. My advice: Wait until a decent fighting stick is out and see what's available then. **Jonathan**

While it certainly doesn't have the visual splash found in Tekken Tag or DoA2, Street Fighter EX3 still looks great—albeit nothing the Dreamcast couldn't handle. I've never really loved the EX series though, and this PlayStation 2 title doesn't do much to change my opinion. I do enjoy the fights with multiple characters on screen, and it's cool how Capcom got rid of most of the slowdown (the Japanese version would stutter whenever the action got too intense), but really now, **Street Fighter is still a better game in 2D**. Why fix what isn't broken? EX3 is a solid title, but both TTT and DoA2 offer better fighting experiences for the PS2 launch. **Ryan**

SFEX3 was nas-tay when it first came out in Japan—it should have been called Slowdown Fighter EX3. But, to Capcom's credit, they made Arika scrub the slowness right outta there. Now what you have is a shiny new SF (which can be considered a good thing since there isn't any 2D action on the PS2), with all kinds of flashy bells and whistles that don't amount to a hill of beans. The game plays like Street Fighter, but isn't as fluid as its 2D counterparts. It's frustrating that Capcom just churned out **a gratuitously 3D SF game that doesn't take advantage of the third dimension**. With games like TTT and DoA2 around, this is for die-hard fans alone. **Milkman**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	6	7

Summoner



PS2

Publisher:	THQ
Developer:	Volition
Featured In:	*EGM* #135
Players:	1
Supports:	None
Best Feature:	Vast, well-designed levels
Worst Feature:	Bland characters and gameplay
Web Site:	www.summoner.com

If you haven't had a chance to yet, jump on the Web and download the "Summoner Geeks" animated short from Volition Inc.'s Web site. That will give you an idea of the creativity and wit that these developers are capable of, but couldn't quite convey in Summoner. The game really tries to pull off some cool ideas, like Vagrant Story-esque chain combos in battle, and a separable party system that lets you wear a lot of different hats and solve some neat puzzles. **What it's lacking is the technical polish to make these good ideas play out effectively**. The animations suggest that poking a huge armored beast meekly with a rapier will actually have some sort of effect on its well-being. A limited tile set deadens many levels by depriving them of a very basic natural element: variety. Moreover, the character designs give everyone this odd malnourished look, and though not detrimental to the game, it's really hard to believe in a sickly little hero wearing full-plate armor. On the bright side, the three characters who join the protagonist during his quest and their unique fighting styles add a lot to battles, both visually and gameplay-wise. A reasonably coherent plot and some admirable voice-acting help to fill some of the execution holes left by the game's other facets, so the overall product just comes across pretty average. Try out a wealthy friend's copy before plunking down half a bill on Summoner. **Jonathan**

This is one of the most aggravating RPGs I have ever played. Summoner has a great story line and a well-constructed ambience, but the list of things it does wrong is comprehensive. A horrible framerate, a stunning amount of pop-up, a really sluggish, ineffective battle system, insanely long load times—wait, there's more—and towns are too big, sprawling cityscapes hard to navigate and with way too many NPC's to talk to. It's also difficult to tell what structures are accessible and what are not. Volition certainly had some great ideas, but the execution lets the side down. Not nearly as fun as the Summoner Geeks movie. **Milkman**

I wanted to like Summoner, I really did. It's got a great story line, excellent voice acting, and some amazing architectural design. But, at the same time, it's one of the ugliest games I've ever played. The textures are incredibly low resolution, and the draw-in, especially at the first city you'll visit, is horrendous. This is PS2? Another problem is **it's almost like Volition tried to pack too much into their first RPG**, and it shows. Locations are too big and daunting, the backstory is overly epic for its own good, and the battle system, a hybrid of real and turn-based fighting, ends up a clumsy mess. Which, sadly, also comes close to describing the overall game. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
5	6	6	5

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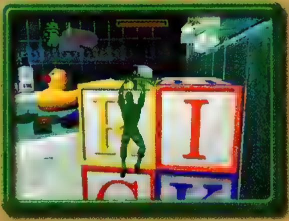

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Dreamcast™

TEEN T ESRB Animated Violence

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ARMY MEN
SARGE'S HEROES
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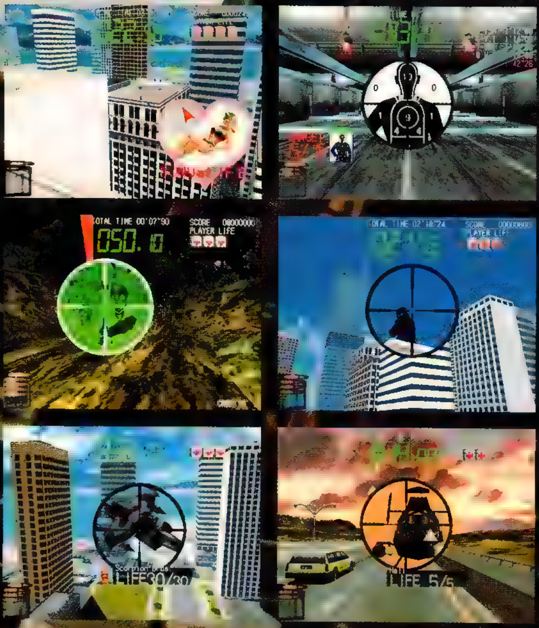
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PLAYER LIFE
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TOTAL TIME 02'18"24
SCORE 00000800
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LIFE 30/30
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PlayStation 2 Dreamcast

MATURE M Animated Violence Animated Blood

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KONAMI®

Tekken Tag Tournament

STAGE 8
57
CREDIT 0
TEEN
T
ESRB

Publisher: Namco
Developer: Namco
Featured In: *EGM* #131
Players: 1-4
Supports: Multi-tap
Best Feature: Shiny happy Tekken 3
Worst Feature: Nothing new, really
Web Site: www.namco.com

While Tekken fans may hate me for saying this, Tekken is no Virtua Fighter 2, let alone Soul Calibur. Tekken 3 is admittedly the apex of the series, but **Tekken Tag Tournament is more of a T3 Remix than a true sequel**. Like Soul Calibur, TTT is a System-12 port moved over to significantly more powerful hardware. The result is a really, really glossy port of the arcade game, with virtually every character from the previous three games in attendance (minus Gon, the dinosaur, who is now merely "Gon-e," and Doctor Boskonovitch, who makes a cameo). The much-vaunted tag feature seems more like a half-assed afterthought than something incorporated from the start, as in DoA2 Hardcore. Since it only takes one character to get knocked out to tally a victory, the game becomes more life-bar management than a true fight to the finish. This tug-of-war approach turns me off, and I wish the option of fighting to the "death" was included. The bowling game is a nifty diversion, but it's a short-lived novelty that wears off fast. The U.S. version of TTT features anti-aliasing, making this a shiny happy TTT, and it also adds a 1-on-1 mode, which keeps the single-player fun going for those who don't dig the tag action. Other details like Bryan's bald head are neat too. Impressive? Yes. Essential? No. If you're looking for the next big thing, it won't happen until Soul Calibur 2, Tekken 4 or Virtua Fighter X. **Milkman**

Congratulations to Namco for making a really gorgeous fighter that visually dominates the genre. Shame on them for not revising the **same choppy, restricting gameplay that has plagued Tekken from the start**. If DoA and Soul Calibur have taught us nothing, they've shown that 3D fighters can be as quick, smooth and open to different playing styles as 2D games. Tekken must have been sick that day. Its giant bank of characters and lifelike backgrounds are nice, but that only goes so far. You'll adore this title if you're a Tekken fan, 'cause it's the best of the series. *Leprechaun 2* is the best film of its series, but that doesn't mean you should buy it. **Jonathan**

While the gameplay in Tekken Tag is open to debate (I've personally never been a fan of dial-a-combo), it's hard to argue that it's a damn nice-looking game. A damn nice-looking game that received an unexpected visual overhaul—Namco actually went in and got rid of the "jaggies" that plagued the Japanese release, making an already beautiful game even more so. **Tekken fans will surely be enthralled by this update of the arcade title**—much like Soul Calibur for the Dreamcast, TTT is a visually enhanced system 12 game—but aside from looking pretty, it's hard to deny the feeling I've played this before. Give me Soul Calibur any day. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	5	8

X-Squad

Publisher: Electronic Arts
Developer: EA Square
Featured In: *EGM* #136
Players: 1
Supports: None
Best Feature: Cool weapons
Worst Feature: No multiplayer
Web Site: www.ea.com

X-Squad has plenty in common with your usual Cinemax flick: Bad acting, girls in tight militaristic garb, a high kill count, weird futuristic sets and cliché dialogue. Yep, it's everything you could want...in a B-movie. Unfortunately, what it doesn't have is everything you could want in an action/shooter. **X-Squad looks and plays like the quintessential first-generation game**—something that just barely takes advantage of the system's abilities, and looks like it should have been so much more. In short, it feels like a rush job, even with EA's improvements over the Japanese version. The big "hook" that is supposed to distinguish X-Squad from other shooters is that you control a squad of military troops by giving commands. The gunbattles that result, with four good guys vs. hordes of bad ones, make for some hectic and cool scenes, but telling your comrades what to do is seemingly hopeless. No matter what orders you issue, they always end up walking right into the line of fire, get creamed, and walk back limping. So much for teamwork. Usually I just got sick of babysitting those military retards and ran in myself to clear everyone out. Besides, who needs four people to find big buttons that open doors? In spite of these gripes, I did enjoy X-Squad—it's my guilty pleasure. There's lots of cool weapons and the story is interesting, but without a multiplayer mode, it has no long-term value. **Kraig**

Remember Project Overkill for PlayStation? Well that's what X-Squad, in a really roundabout way, reminds me of. A violent, hi-energy shooter, with simple find-the-switch-and-push-it game mechanics. X-Squad is obviously a different sort of game, with cool third-person shooting action and a "squad AI" element that, while better than Daikatana, can be pretty silly at times. Graphically, the game is deceptively cool, although its simplicity will be exposed after a few more generations of PS2 software. The control could use some streamlining, but you can and will adjust eventually. **With a few tweaks, a sequel could be an awesome proposition.** **Milkman**

X-Squad is the perfect example of a first-generation title: **It's got a great concept and a nice feel, but there's a serious lack of polish**. Even though some levels have keen design elements, most of the locations seem uninspired, the story line is crap, and then there's X-Squad's main feature: a squad who fight along with you. Which, sadly, ends up delivering more pain than good—both with your teammate's horrible AI and horrendous voice acting (which you can't bypass, thank you very much). The game does have great control though, and the action's fast, so it was easy to overlook the problems for the first few levels. After that though, it just got tedious. **Ryan**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	6	6

Kessen

Publisher: Electronic Arts
Developer: Koei
Featured In: *EGM* #136
Players: 1
Supports: None
Web Site: www.ea.com
Best Feature: Smooth and pretty
Worst Feature: Rather lengthy battles

Koei's historically accurate (to some degree) RTS looks and plays a lot like a PC game. While the PS2 controller is no substitute for a mouse and keyboard when it comes to speed and ease of use, it's manageable and doesn't really hurt the gameplay at all. Kessen is, in many ways, a test of patience, as some battles last upward of an hour and require some large-scale thinking. There's nothing wrong with long battles, as long as each successive level has something new to offer, but I found the scenarios a little too similar in Kessen to justify such long encounters. The artwork is nothing short of beautiful, though, and Kessen spares no opportunity to show off elaborate animation sequences during skirmishes. The English voice-overs are nicely done, and Koei lives up to its promise of 100 units on screen at once. **If you enjoy war-based RTS titles on the PC, you should think about picking this one up.** You're not going to see anything else like it on a console for a while—it's a great opportunity for PC veterans and RTS newbies alike to expand their horizons. **Jonathan**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	8	5

Wild Wild Racing

EVERYONE
E
ESRB

Publisher: Interplay
Developer: Rage Games Ltd.
Featured In: *EGM* #136
Players: 1-2
Supports: None
Web Site: www.interplay.com
Best Feature: Detailed car models
Worst Feature: Framerate is a little slow

Despite the name, the only thing wild about Wild Wild Racing is the erratic behavior of the AI cars. All the other stuff—the format, the vehicles and even the music—is nothing out of the ordinary. Graphically it looks a lot like Smuggler's Run, only the buggies are more richly detailed. A new high has been reached; not only do the cars leave a billowing trail of blue exhaust, you can see engine parts moving at the same time (both effects look great). It may not mean much, but to gear-heads that's an exciting breakthrough. Unfortunately the engine sound is not nearly as inspiring: It's strictly canned syntho-crap. But **overall I'm a little disappointed in the speed of the game**. Even in the absence of traffic, the framerate is a little pokey. It's strange because the backgrounds aren't super-detailed either. Compared to other PS2 racers (Smuggler's and Ridge V) it's downright slow. Even so, the racing gameplay is far from boring, especially when the AI cars dart around like lunatics. Two-player is good, but again, a bit slow. You may want to rent before you buy. **Dean**

VISUALS	SOUND	INGENUITY	REPLAY
8	5	7	6

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KONAMI
But I'm just going home to make goulash.
TACKS
TNT

[illegible]
Choose From [illegible] Wacky Vehicles
[illegible]
Race Through Death Valley
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[illegible] Raygun
WOODY WOODPECKER RACING
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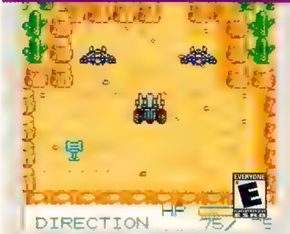
Metal Walker



Publisher: Capcom
Developer: Capcom
Featured In: N/A
Players: 1-2
Supports: Link Cable
Best Feature: Unique battle system
Worst Feature: Battles every two steps!
Web Site: www.capcom.com

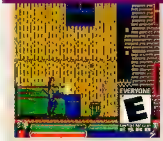
Stop me if any of this sounds familiar: In Metal Walker, you play a young boy on his quest to find and train little robots called "cores." As you progress you find power-ups that allow your cores to evolve into new, more powerful robots and gain new abilities. There's a jealous spikey-haired rival and helpful professor who pop up every so often, other core hunters as bosses, and a two-player battle mode via the link cable. OK, if you haven't gotten the message by now, reread the above, substituting each instance of "core" and "robot" with "Pokémon." That's not to say Metal Walker is just another of the recent rash of pokéclones; there are some instances of originality here, especially in the battle system. You basically bounce your robot around to strike enemies, setting the speed and angle like a pool ball, ricocheting for extra damage or to pick up items. It's a fantastic idea, the problem is it just wasn't thought all the way through. Items (which can either help or hurt the user) are automatically and randomly tossed on to the battlefield, which **takes away from the strategy and makes winning more a matter of luck than skill**. You also spend way too much time in combat; I'm all for building your character through battle, but every three or four steps is just ridiculous. With a lot of little fixes and some polishing Metal Walker might have been something special. As is, it's more than another Pokémon wannabe, but just barely. **Mark**

Holy Pokémon. While not exactly a direct rip-off, you can tell what the developers had in mind when they made this game. You run about collecting "core units" and battling other "core hunters," then evolve your sidekick by using various elements. Barring that obvious lameness, the battle system in the game is more dynamic than the aforementioned RPG, and actually kind of fun at times. It requires ricocheting your walker off walls in an arena to collide with your opponent and pick up power-ups. The result is **kind of like a billiards-RPG**. Random encounters occur way too often, though, and that really gets old when trying to navigate the overworld. **Jonathan**

For some reason, Metal Walker reminds me of the NES days, when games weren't always in the smoothest English but had that intangible quality that made them addictive. The combination of Pokémon's collecting with billiards' gameplay makes for an interesting mix—but as I played **I kept hoping the gameplay would get a little more complex.** The biggest problem with the game is that your items get placed on the battlefield, regardless of whether you need them or not, making it easy to accidentally use one or lose it to an opponent. A lackluster translation, but considering the state of third-party GBC titles, this rates above-average. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	6

Buffy the Vampire Slayer

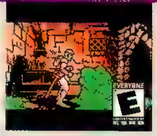


Publisher: THQ
Developer: GameBrains
Featured In: N/A
Players: 1
Best Feature: Keeps the Buffy humor intact
Worst Feature: Terribly boring levels and battles
Plays A lot Like: Double Dragon
Web Site: www.thq.com

As far as TV-to-game translations go on the Game Boy, Buffy the Vampire Slayer is pretty decent, due to the excellent cutscenes and humorous dialogue (not spoken, of course) in between the levels. They really capture the spirit of the show, even though the game's story is contrived in spots. Unfortunately, the gameplay itself is mediocre at best. **Levels are small, and the variety of vampire enemies (one even has a mullet) are best described as the brain-dead undead.** While you can pull out a solid number of offensive tricks, most don't need to be used. For example, when you encounter an enemy, you can't leave that particular scene until they're killed (like in Golden Axe). Problem is, this creates a wall of sorts on each side of the scene. Simply back the enemy against this invisible wall, knock them down with a sweep kick and drive a stake through their heart. Voila, one dead vampire. Sadly, this even works on the bosses, so you can finish the game in an hour. Sarah Michelle Gellar is hot and all, but I'll pass on this game and stick with the show. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	6	3	1

Dragon's Lair

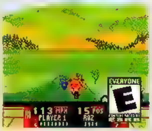


Publisher: Capcom
Developer: Digital Eclipse
Featured In: N/A
Players: 1
Best Feature: Almost an exact port of the original
Worst Feature: Almost an exact port of the original
Supports: None
Web Site: www.capcom.com

Wow! Lately it seems like developers have found some untapped power in the GBC hardware, because there's no way a game like this should run so well on this little handheld. Maybe all the extra effort reflects certain companies' desires for a Game Boy Advance license. **It's astounding how authentic Dragon's Lair looks and plays.** Unfortunately, once the shock of seeing what is tantamount to full-motion video running on the little Game Boy screen wears off, reality comes crashing down. Go left, go right, push the attack button, repeat ad nauseum. These FMV titles are little more than a digital game of Simon Says with pretty graphics, and Dragon's Lair is the worst offender of the bunch. The game is over way too fast. Also lacking is the sound, and I don't just mean music. Decent sound effects of any kind can't be found in this cartridge. It might be because all that animation takes up so much space. Tragically for Capcom, Dragon's Lair is hardly worth buying outside of getting a somewhat cool showpiece for your GBC, or for a low-budget trip down memory lane. **Greg**

VISUALS	SOUND	INGENUITY	REPLAY
9	4	4	2

Road Rash

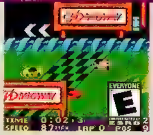


Publisher: EA
Developer: 3d6 Games
Featured In: *EGM* #135
Players: 1-2
Best Feature: Awesome scaling effect
Worst Feature: All of the tracks look very similar
Supports: Link Cable
Web Site: www.ea.com

Like most Game Boy versions of big-name games, I had my doubts about Road Rash. I figured it'd be another watered-down kid's game. I was wrong. While Road Rash on the Game Boy isn't quite as robust as recent installments on home systems (which is to be expected to a degree), **it does a great job at providing the experience in handheld form.** In fact, it reminds me of the Genesis version of Road Rash. The title has a ton of bikes to buy once you work your way up the ranks of the money winners, and plenty of racers and cops to knock around with different types of weapons (it's hard to see the difference in the weapons though). The scaling effect on tracks is the game's most impressive feature—you have to see it to believe it. Also the control is surprisingly solid for being digital. Thankfully, the game is quite challenging too, so you're kept on your toes most of the time. The courses aren't terribly different however, so the races do get boring after awhile. Of course you can always bust out a Link Cable and go for some two-player fun. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
9	5	6	8

San Francisco Rush 2049



Publisher: Midway
Developer: Handheld Games
Featured In: N/A
Players: 1
Best Feature: Its natural RC Pro Am style of play
Worst Feature: It's just too darned short
Plays A Lot Like: RC Pro Am
Web Site: www.midway.com

This is an excellent example of what can be done to a handheld version of a popular home system title when you have talented people involved. SF Rush 2049 does have one fatal flaw—but I'll get to that later. First, let me give some specifics about the good stuff. **On a superficial level, I really enjoyed the weird German techno soundtrack**, and subtle but effective use of voice. The AI is well-balanced and often provides a challenge, although it doesn't seem affected by obstacles like oil slicks. In addition, the RC Pro Am style of play and tight digital control feels just right, even around the corners and through shortcuts (and you'll have to find those shortcuts if you don't want to be majorly frustrated in each race). The course design is excellent but the graphics are all too similar. So what about this major flaw? Well, the game's too short—you can finish it in about an hour. If the main mode was more meaty, the Time Attack mode actually contributed to the overall experience somehow, or it had a two-player link mode it would have helped immensely. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
8	9	4	7

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▲ Platinum
● Gold
■ Silver

Review Archive

EGM's Last 206 Reviews From EGM #129 – 136

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
	Dreamcast								
	4 Wheel Thunder	Midway	Solid Framerate	Too Difficult	6.0	7.5	6.5		132
	Aerowings 2	Crave	You Can Shoot Stuff Now	You Don't Get Any Air-To-Ground Missions	4.0				134
■	Bust-A-Move 4	Taito	Addictive Gameplay	Sickeningly Cute	8.0				134
	Cannon Spike	Capcom	Old-School Gameplay	Levels Too Short	6.0	6.5	6.0		135
	Carrier	Jaleco	Nice Clean Graphics	Slowdown And Sluggish Controls	6.5	5.5	4.0	6.5	129
●	Chu Chu Rocket	Sega	This Is One Terrific Party Game	Internet Play Not Perfect	9.5	9.5	8.5	9.5	129
	D2	Sega	Creepy Story Line	Tedious Gameplay	5.5	7.0	6.5		136
■	Dead or Alive 2	Tecmo	Graphics, Tag Team, Kogals Galore	Tag Team Battles Only On One Stage	8.5	9.0	9.0	8.5	130
	Deep Fighter	Ubi Soft	Nice Graphics, Lots Of Missions	Controls, Tough Bosses	7.5				132
	Demolition Racer–No Exit	Infogrames	Insane Gameplay	Gets Old Kind Of Fast	7.5	7.0	7.5		136
	Draconus: Cult of the Wyrm	Crave	Level Design	Enemy AI	8.0	5.5	7.5		133
■	Ecco the Dolphin: Defender of Future	Sega	Gorgeous Graphics And Sound	Tough Learning Curve	9.0	9.5	6.0		135
	Evolution 2: Far Off Promise	Ubi Soft	Nice Combat Engine	The Bosses Are Mean	7.0	4.5	7.0		132
	F1 World Grand Prix	Sega	Completely Customized Setups	Slows Down With Lots Of Cars	8.0	8.0	7.0		132
	Fur Fighters	Acclaim	Huge Variety Of Gameplay Styles	Some Areas Get Tedious	7.5				133
	Gauntlet Legends	Midway	Smooth, Even In Four-Player	Woah, This Game Is Hard	8.0	7.0	5.5		132
	Grand Theft Auto 2	Rockstar	Graphics	Analog Control Feels Weird	8.5	6.0	5.0		132
	Gunbird 2	Capcom	Old-School Shootin' Fun	Often Can't Avoid Death	7.0	7.5	5.0		135
	Hidden and Dangerous	Talonsoft	Easier Than Rainbow Six	Stupid Team AI	5.5				136
	I Spy	UFO Interactive	It's Nice To Be In Charge Of Everything	It Also Sucks You Can't Be In The Action	6.0				131
	MagForce Racing	Crave	Smooth Framerate	Tripod Vehicles	5.0	2.0	5.5		133
	Maken X	Sega	Ability To Change Characters	Repetitious Gameplay	5.5	6.0	6.0		131
■	Marvel vs Capcom 2	Capcom	Awesome Graphics And Gameplay	It Doesn't Cook Breakfast	9.0	9.5	8.0		133
●	MDK 2	Interplay	Gorgeous Visuals, Dark Humor	Some Might Not "Get" The Humor	9.0	9.0	9.0		131
■	Power Stone 2	Capcom	Awesome Environments	Can Be Confusing With Four Players	9.0	8.5	8.5		134
	Railroad Tycoon II	G.O.D.	Strategic Depth Online Play	Joypad A Little Too Cumbersome	7.0				135
	Rainbow Six	Red Storm Ent.	Realistic, Lots Of Missions	Complicated Controls	6.5	7.0	8.5		133
●	Rayman 2: The Great Escape	Ubi Soft	Amazing Visuals	Minor Camera Problems	9.0	9.0	9.0	9.0	130
●	Resident Evil Code: Veronica	Capcom	Incredible Graphics	The Sappy Love Subplot	9.5	9.5	10		131
	Ring, The	Infogrames	Detailed Environments	Sound Or Controls, It's A Toss-Up	3.0	6.0	5.0		134
	Rush 2049	Midway	Battle Mode	Mostly Just The Same Ol' Rush	6.0				135
■	Seaman	Sega	Deadpan Humor, Opinions On Life	Little Loose On Voice Recognition	8.5	6.5	9.0		134
	Sega GT	Sega	Fine-Tune Every Car	Game Feels Dated	8.0	7.0	6.5		136
	Silver	Infogrames	Story Line, Voice-Overs	Battle System	7.0	6.0	7.0		134
	South Park Rally	Acclaim	Graphics, Tons Of SP Characters	Pretty Much Everything Else	3.0				134
	Space Channel 5	Sega	Funky Music, Graphics, Flash	Video Is Sometimes Out Of Sync	8.0	8.0	7.0		133
	Spawn	Capcom	Lots Of Unlockable Players	Camera Angles Are Problematic	8.0				136
■	Star Wars: Episode I Racer	LucasArts	Incredible Sense Of Speed	No Button Mapping Feature	8.0	8.0	8.0		131
■	Street Fighter III: Double Impact	Capcom	Smooth Animation	No 3rd Strike	7.0	9.0	8.0		134
	Striker Pro 2000	Infogrames	Fun Certification Mode	Players Auto-Switch	6.5	7.0	7.5		131
	Super Magnetic Neo	Crave	Colorful Graphics	Cheap Deaths	6.5	3.0	6.0		133
■	Sword of the Berserk: Guts' Rage	Eidos	Graphics And High Production Value	FMV Overdose	8.0	7.5	8.5	8.5	130
	Sydney 2000	Eidos Interactive	Good Staple Of Events	Subpar Graphics	5.0	5.0	4.5		136
■	Tech Romancer	Capcom	Giant Robots Fighting	A Bit Too Flashy	8.0	8.0	8.5		131
■	Test Drive V-Rally	Infogrames	Track Editor	Some Slowdown	8.5	9.0	7.5		135
	Time Stalkers	Sega	Sharp, Colorful Graphics	Bland, Randomly Generated Mazes	3.5	3.0	4.5		131
	Tomb Raider 4	Eidos	Lots Of Explorations, Hi-Res Graphics	Too Much Slowdown, Bad Control	3.0				131
●	Tony Hawk's Pro Skater	Crave	Graphics	Nothing Really	9.5	8.5	9.0		132
	Toy Story 2	Activision	Standard Disney 3D Platform Game	Exact Same Game From Six Months Ago	5.0				134
	Ultimate Fighting Championship	Crave Entertainment	Realistic Graphics	High Frustration Level	6.0	7.0	7.0		136
	Virtua Athlete 2000	Agetec	Plays Just Like DecAthlete	Only Seven Events	6.0	6.0	5.0		136
■	Virtual On: Oratorio Tangram	Activision	Solid, Colorful Graphics	Noticeable Slowdown In Multiplayer	8.5				133

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
▨	Virtua Tennis	Sega	Awesome Graphics And Animation	Limited Replay Value	7.5	8.0	9.5		134
	Wacky Races	Infogrames	Cel-Shaded Graphics	Gets Too Hard	7.0	6.5	7.5		134
	WDW Magical Racing	Eidos	Fanciful Music And Graphics	Too Tough For Kiddie Theme	5.5				135
	World Series Baseball 2K1	Sega	Graphics	No Fielding	3.0	5.0	2.5		135
	WWF Royal Rumble	THQ	Nine Wrasslers On Screen At Once!	Not Enough Modes And Options	5.5	4.0	5.5		135
Nintendo 64									
▨	All-Star Baseball 2001	Acclaim	It Feels Like Baseball	No Playoff Stat Tracking	9.0	9.0	8.5	8.5	130
	Army Men: Sarge's Heroes 2	3DO	Variety Of Weapons, And The Music	Touchy Control	4.0	4.0	4.0		135
	Cyber Tiger	Electronic Arts	Battle Mode	Analog Swing Meter	5.0	6.0	4.5		131
	Daikatana	Kemco	Plenty Of Big Guns	Dull Gameplay	4.0	3.0	4.0	4.5	130
	Duck Dodgers	Infogrames	Looney Tunes Graphics	Simple Gameplay	3.0	4.5	3.0		133
●	Ecitebike64	Nintendo	Several Excellent Game Modes	Could Be A Touch Faster	9.5	9.0	8.5		131
	Fighter Destiny 2	South Peak	Unique Point Scoring System	Unresponsive Control	3.0				134
▨	Indy Racing 2000	Infogrames	Fast And Fun Racing Gameplay	The Graphics Are Slightly Blurry	8.0				134
	Jeremy McGrath Supercross 2K	Acclaim	It's Fun...	Gameplay Is One-Dimensional	7.0	4.0	5.0	4.0	130
▨	Kirby 64: The Crystal Shards	Nintendo	Old-School 2D Gameplay In 3D	None	9.0	7.5	8.5		134
●	Madden NFL 2001	EA Sports	Sharp And Smooth Graphics	Madden/Summeral Commentary	9.0				135
●	Mario Tennis	Nintendo	Doubles Action	Losing At Multiplayer	9.5	9.0	8.5		135
▨	Ogre Battle 64	Atlus	Awesome Strategy RPG Action	May Be Too Deep For Casual Gamers	7.5	8.5	9.0		136
●	Perfect Dark	Rare	Limitless Multiplayer Options	Stuttering Framerate	10	9.5	10		131
	PGA European Tour	Infogrames	Real Courses	Too Hard To Pick Just One	1.5	3.0	1.0		134
	Pokémon Stadium	Nintendo	See All Your Favorite Pokémon in 3D!	Battling Is Only Part Of Pokémon	7.5	6.5	5.5	6.5	130
	Rally Challenge 2000	South Peak	Race Options	Graphics, Especially In Multiplayer Modes	3.5				134
▨	StarCraft 64	Nintendo	Best RTS Console Controls Ever	Slowdown	9.0	8.0	7.5		134
▨	Turok 3	Acclaim	Graphics In High Resolution Mode	Short Play Length	8.0	8.5	8.0		136
PlayStation									
	Action Bass	Take 2	It Only Costs 10 Bucks	It's Not Worth Much More Than That	4.5				135
	Alien Resurrection	Fox Interactive	Scary As Hell Atmosphere	Frustratingly Difficult	8.0	5.5	5.5		136
	Alundra 2	Activision	Surprisingly Decent Voice Acting	Poor Control	6.5	5.0	6.5	6.0	130
	Armorines	Acclaim	Exploding Spiders	The Graphics Are Pretty Ugly	4.0	3.5	3.0		133
	Army Men: World War	3DO	Sound Effects	Glitches, Bugginess	3.0	2.0	2.5		132
	Bust-A-Groove 2	Enix	Some Cool Level Effects	Music Isn't Very Good	6.0	6.0	6.5		134
	Championship Bass	EA Sports	Career Mode, Fat Fish	Soundtrack Will Drive You Insane	7.5				131
●	Chrono Cross	Square EA	Stunning Music	The Game Ends	9.5	10	10		134
	Countdown Vampires	Bandai	Comical B-Movie Sound Effects	Primitive Controls	2.0	6.0	3.5	4.5	130
	Covert Ops: Nuclear Dawn	Activision	Multiple Endings	Annoying Camera	7.5	6.5	5.0		132
	Destruction Derby Raw	Midway	Great Vehicle Control	A Touch Of Slowdown	8.0	7.5	6.5		136
	Digimon World	Bandai	Tamagotchi-esque Breeding	No Analog Control	7.0	3.0	2.5		134
▨	Dino Crisis 2	Capcom	New Style Of Gameplay	A Little Too "Arcadey" At Times	8.5	9.0	9.0		136
	Dragon Valor	Namco	Good Controls	Boring Levels	6.0	4.5	4.5		136
	Eagle One Harrier Attack	Infogrames	You Get To Fly A Friggin' Jumpjet!	Crap Visuals	3.5	5.0	3.5	4.0	130
	Expendable	Infogrames	Fluffy Special Effects	Shoddy Controls	3.5	2.5	2.5		132
	F-1 2000	Electronic Arts	All The Real Teams Of The F-1 Circuit	Overall Lack Of Excitement	7.5				131
	Flintstones Bedrock Bowling	South Peak	The Official Voice Actors Do The Lines	It's Not Bowling. Why, God, Why?	0.5				135
	Galerians	Crave	Story Line	Why So Many Meds?	7.5	5.5	6.5		131
	Gekido	Interplay	It's A Beat-'Em-Up On The PS	Frustratingly Cheap Hits	6.5	4.5	4.0		132
	Grind Session	Sony CEA	Tony Hawk's Pro Skater Feel	It's Just Not Very Original	6.0	5.5	5.0		132
	Grudge Warriors	Take 2	No One Forces You To Play	Does Not Provide Any Entertainment	1.5				133
	Hogs of War	Infogrames	It's Like Worms In 3D	Difficult To Aim Weapons In 3D	7.0				136
	Incredible Crisis	Titus	It's So Crazy!	Too Strange For U.S. Audiences?	7.0				136
	Iron Soldier 3	Vatical	Two-Player Cooperative Mode	Some Missions Too Darn Frustrating	5.5				134
	ISS Pro Evolution	Konami	Spiffy Graphics And Animation	Automatic Player Switching	7.0	7.0	8.0		134
▨	Jarrett & Labonte Stock Car Racing	Codemasters	Excellent Driving Physics	Totally Misleading License	9.0	8.5	8.5		136

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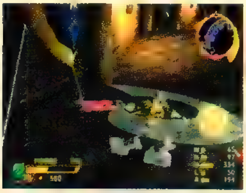

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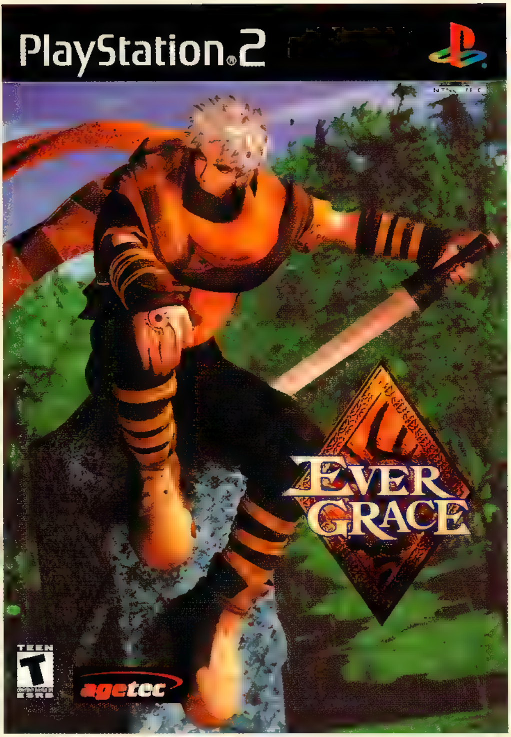

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▲ Platinum
● Gold
■ Silver

Review Archive

	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
	Jedi Power Battles	LucasArts	Sound	Clumsy Controls	4.0	4.0	4.5		131
	Jeremy McGrath Supercross 2000	Acclaim	Many Tracks	Tracks Are Pretty Much The Same—all Dirt	3.5				136
	Koudelka	Infogrames	CG Movies	Uneven Enemy Difficulty	6.0				133
	Kurt Warner's Arena Football Unleashed	Midway	High Scoring	Limited Playbook	6.5	6.5	5.0		132
	Legend of Dragoon	Sony CEA	Beautiful CG Cinemas	Robotic-Sounding Dialogue	6.0	5.0	5.5		133
	Legend of Mana	Square EA	Great 2D Hand-Drawn Artwork	Weak Battle System	6.0	7.0	5.0		133
●	Madden NFL 2001	EA Sports	Madden Cards	Madden Opening His Mouth	9.5	9.0	9.5		135
	MediEvil 2	SCEA	Clever Gameplay Bits	Control's A Bit Touchy	7.0	6.5	6.5	8.0	130
	Micro Maniacs	Codemasters	Simple Gameplay	Eight-Player Mode (Oddly)	8.0	7.0	6.0	6.0	130
	MLB 2001	989 Sports	New Franchise Mode	As Slow As Real Baseball	5.0	7.5	8.0		131
	Mobil 1 Rally Championship	Electronic Arts	Decent Graphics	Incredibly Tight Car Control	4.5				131
	Monster Rancher Battle Card: Ep. II	Tecmo	Random Monster Generator Using CD	Repetitive Gameplay	6.5	6.0	7.0		134
	Mortal Kombat: Special Forces	Midway	Beat Guys Up!	The Whole Game Is Half-@#$ed	1.5				135
	Mr. Driller	Namco	Time Attack Mode	Is It An Action Or Puzzle Game?	6.0				131
	NASCAR 2001	EA Sports	Licensed Drivers & Tracks Incl. Daytona	Car Control	6.0				136
	NCAA Football 2001	EA Sports	Still A Very Competent Sim	Not Much Different Than Last Edition	7.5	8.5	6.5		134
	NCAA GameBreaker 2001	989 Sports	Keith Jackson	Suspect AI	7.0	7.5	7.0		135
	NFL GameDay 2001	989 Sports	Tackles Animations	AI Could Still Be Better	6.5	7.0	7.5		135
	Need For Speed: Porsche Unleashed	Electronic Arts	Good Attention To Detail	Only One Brand Of Vehicle	8.5	7.0	7.0		131
	N.Gen Racing	Infogrames	Awesome Speed	Awkward Button Configuration	7.0	6.0	7.5		133
■	NHL FaceOff 2001	989 Sports	Balanced Gameplay	No Franchise	8.5	8.0	7.5		136
	NHL Rock the Rink	Electronic Arts	Lots Of Unlockables	It's Fake Hockey	8.5	6.0	6.5	7.0	130
	Nightmare Creatures II	Konami	Movie-Like Production Values	Cheap, Crappy Gameplay	4.0	4.5	6.0		132
■	Parasite Eve II	Square EA	Resident Evil-Style Gameplay	Tedious Puzzles	8.0	8.0	8.5		135
	Polaris SnoCross	Vatical	The Price	The Monotony	2.5				136
	Pro Pinball: Fantastic Journey	Empire Interactive	The Price	There's Only One Table	7.5				135
	RayCrisis	Working Designs/Spaz	Old-School Shooting Action	No Two-Player Mode	8.0	6.0	7.0		136
■	Rayman 2	Ubi Soft	Excellent Style	Camera	9.0	8.5	8.5		133
	RC Revenge	Acclaim	A Track Editor	A Track Editor W/ Limited Memory=Worthless	4.0				136
	Reel Fishing II	Natsume	Relaxing	Boring	3.0				132
	Resident Evil: Survivor	Capcom	Semi-Interesting Story	...Where Should We Start?	3.5	5.0	4.0		136
	Rhapsody	Atlus	Great Dialogue	Boring Fighting	7.0	6.0	7.0		133
■	RPG Maker	Agetec	Comprehensive Suite Of Tools	Steep Learning Curve	9.0	8.0	9.0		133
	Sammy Sosa's High Heat Baseball 2K1	3DO	Good AI	Clunky Batting Interface	5.0	4.0	3.0	4.0	130
	Sammy Sosa Softball	3DO	Create Female Players	Everything Else	2.0	2.0	1.5		131
	Samurai Shodown: Warrior's Rage	SNK	You Can Turn It Off	For SNK's Last U.S. Effort, It Blows	2.0				135
	Sno-Cross Championship Racing	Crave Entertainment	Realistic Gameplay	Realistic Gameplay	5.0	5.0	5.0		136
	Spec Ops Stealth Patrol	Take 2	It Costs $10	It's Not Worth $10	1.5	3.0	1.5		132
	Speed Punks	SCEA	Long Courses, Nice Graphics	Weak Cast Of Characters	8.0	7.0	7.0	5.5	130
	Spider-Man	Activision	Swinging Around As Spidey	Camera In Enclosed Areas	8.0	8.5	7.0		135
■	Spin Jam	Take 2	Addicting Arcade-Like Gameplay	The Cuteness Of The Characters	8.0				136
■	Star Trek: Invasion	Activision	Mission Variety	Extreme Difficulty	8.0	8.0	9.0		136
	Street Fighter EX2 Plus	Capcom	Improves On The First Game	Not By Much	6.5	7.0	7.0		132
	Street Sk8er 2	Electronic Arts	Visuals	Unintuitive Control	4.0	5.5	3.5	5.0	130
	Strider 2	Capcom	Fun Gameplay Like The Original	Unlimited Continues	5.0	7.0	7.0		132
	Superbike 2000	Electronic Arts	Real Riders and Bikes	Rough Gameplay Mechanics	4.0				131
	Surf Riders	Ubi Soft	Cool Surf Tunes	Gets Repetitive Quickly	3.0				133
	Sydney 2000	Eidos	Lots Of Events	Crappy And Sluggish Graphics	4.0				136
	Team Buddies	Midway	RTS Action On PS	Sometimes Confusing Interface	7.0	7.0	7.0		136
	Tenchu 2: Birth of the Stealth Assassins	Activision	Day And Night Missions	Camera, Sluggish Control	7.0	7.5	6.5		135
	Test Drive Le Mans	Infogrames	Lots Of Options	Bad Music And Sound	7.5	7.5	6.0		132
	Threads of Fate	Square EA	Two Separate Quests	Annoying Autoaiming	6.5	5.5	6.5		133
▲	Tony Hawk's Pro Skater 2	Activision	The New Manual Move	Long Character-Select Load Times	10	10	10		136

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	Game	Publisher	Best Feature	Worst Feature	Scores				Issue #
	Triple Play 2001	Electronic Arts	Amazing Depth	Magic Carpet Remix	9.5	5.5	5.5	8.5	130
	Tyco RC	Mattel	It's Got The Actual Tyco RC Vehicles	Bumping Into Walls Hurts Bad	3.0				136
	Urban Chaos	Eidos	Stealthy, Strategic Missions	Poor Visuals, Clunky Interface	6.0	5.0	5.0		131
●	Vagrant Story	Square EA	Amazing Graphics, Great Gameplay	Nothing	9.5	9.0	9.0		131
●	Valkyrie Profile	Enix	Battle System, Beautiful Graphics	Sometimes A Little Monotonous	9.0	9.0	9.0		134
	Vampire Hunter D	Jaleco	Slick Anime Styling	Frustrating Controls	4.0	4.5	4.5		135
	Vanark	Jaleco	I'ts Star Fox For The PlayStation	Redundant Story Line	6.5	5.5	6.0	7.0	130
	Vanguard Bandits	Working Designs	Simple Interface	Dated Graphics	7.0	5.0	4.5		131
	Walt Disney World: Magical Racing Tour	Eidos	Courses	Framerate When A Lot Of Stuff Is...On Screen	4.5				131
	Who Wants To Be A Millionaire	Sony CEA	Technically Faithful To TV Show	Lame Multiplayer Mode	6.0	6.5	6.5		133
	Wild Arms 2	SCEA	Cooler Characters Than Before	No Analog Control	7.0	6.5	7.5		132
	X-Men: Mutant Academy	Activision	Great For Fans	Lame AI/Combos	7.0	6.5	7.0		134
PlayStation 2									
	Dynasty Warriors 2	Koei	Consistent Action	Repetitive Gameplay	7.5	6.5	6.0		136
●	Madden NFL 2001	EA Sports	Oh, Those Wonderful Graphics	More Sluggish Than PS1 Version	9.0	9.0	9.0		136
	Eternal Ring	Agetec	Making Magic Rings	Simplistic Combat	6.0	3.5	7.0		136
●	Ridge Racer V	Namco	Excellent Control	All That Fog In Multiplayer	9.5	9.0	8.5		136
	Swing Away Golf	Electronic Arts	Story Mode	Goofy Caddies	7.5	8.0	6.5		136
●	SSX	EA Sports	Great Overall Presentation	Little Bit Of Slowdown	9.5	9.0	8.5		136
Game Boy/Game Boy Color									
	1942	Capcom	Old-School Vertical Shootin'	Horrible, Horrible "Music"	5.5				134
	All-Star Baseball 2001	Acclaim	Simple, Yet Still Fun	No Multiplayer	6.5				134
	Animorphs	Ubi Soft	True To The Kid's Books	Mice-Fighting Aliens	5.0				136
	Blaster Master	Sunsoft	Classic Side-Scrollin' Action	Passwords Instead Of Game Saves	7.5	7.0	6.5	2.0	130
	Bomberman MAX	Vatical Ent.	Traditional Bomberman Goodness	Battle Mode Is Two-Player Only	7.0				131
	Carmageddon	Titus	Decent Graphics	Just About Everything	3.0				132
	Crystalis	Nintendo	Graphics	Aggravating Play Mechanics	6.5	7.5	6.5		134
■	Dragon Warrior I&II	Enix	Two RPGs For The Price Of One	Games Feel Slightly Dated	9.5	8.5	7.0		135
■	Frogger 2	Majesco	Classic Frogger Gameplay	Questionable Maze Design	8.0				135
	Galaga	Majesco	It's Portable Galaga	Can't See Incoming Attacks	7.0				135
	Jeremy McGrath Supercross 2K	Acclaim	Easy, Simple Gameplay	Easily Induces Boredom	4.0				132
	Looney Tunes Collector: Alert!	Infogrames	Different Looney Tunes Characters	Collecting Items Isn't Very Exciting	5.0				1331
●	Metal Gear Solid	Konami	Play Mechanics Of The PS Game	Long-Winded Cinemas	10	10	9.0		131
	Monster Rancher Explorer	Tecmo	Simple Gameplay	Stiff Control And Boring Puzzles	5.5				136
	Perfect Dark	Rare	Gameplay Variety	Idiotic Guards	5.5	5.5	5.0		135
	Pokémon Trading Card Game	Nintendo	Over 200 Cards, Some GB Exclusive	Spotty AI	8.5	4.5	9.0		131
	Q*Bert	Majesco	Just Like Arcade	Controls Are A Bit Tough	5.0				135
	Spider-Man	Activision	Looks Really Good For A GBC Game	Far Too Difficult For The Youngins	7.5				135
	Test Drive Cycles	Infogrames	Pseudo Scaling	Simple, Sloppy Control	3.5				136
	Test Drive Le Mans	Infogrames	Loads Of Cars, Tracks And Features	Frustrating Control	3.0				135
	Tomb Raider	THQ	True Tomb Raider Feel	Monotonous At Times	8.5	8.0	7.0		133
	Toonsylvania	Ubi Soft	Simple Platform Stuff For Kids	Any Name Could Be On The Box	4.0				132
	Tony Hawk's Pro Skater	Activision	Half Pipe	Awkward Trick System	4.0	4.5	3.0		131
	Turok 3	Acclaim	Vehicle Type Of Gameplay	Tedious Levels	3.0				136
●	Wario Land 3	Nintendo	Excellent Graphics, Difficult Puzzles	Bosses Are Too Easy	8.5	9.5	9.0		133
■	Wacky Races	Infogrames	Smooth 3D Scrolling On The GBC	The Whole Experience Is Far Too Brief	8.0				134
■	Warlocked	Nintendo	Those Wizards	Troops Get Lost Too Easily	9.0	8.5	8.5		135
	X-Men: Mutant Academy	Activision	Graphics	Way Way Way Too Simple	2.0				134
	Xtreme Sports	Infogrames	Nice Use Of Color	No Two-Player Support	6.5				132
Neo•Geo Pocket Color									
■	Faselei!	SNK	Gameplay And Character Designs	Interface Could Have Been Refined	8.0	8.5	8.0	7.5	130
	Last Blade	SNK	Excellent Control	Moves Very Slowly For A Fighter	8.0				132
	Metal Slug: 2nd Mission	SNK	Lots Of Variety	Some Confusing Level Layouts	7.0	8.0	7.5	8.0	130

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Quake III Arena™

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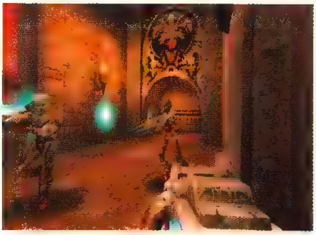
The eternal battle—Which is better, PC gaming or console gaming? Now, the battle moves online with Quake III Arena for the Sega Dreamcast. In another first for the videogame industry, Quake III Arena is **the first game to allow multiplayer real-time networked gaming between Sega Dreamcast and PC players.** Featuring new arenas and a redesigned user interface, Quake III Arena pits players against each other in an action-packed, free-for-all environment. Prowling through hallways and courtyards in gothic arenas and futuristic spacescapes, players will have endless options on and offline to keep them in the game.



Sega Sports™ NBA 2K1

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Forget what you learned in gym class, it's about a bag of chips, a phone cord, and a copy of "Sega Sports NBA 2K1." "Sega Sports NFL 2K1" proved to gamers that the only way to play sports games is on the Internet. Now "Sega Sports NBA 2K1" follows suit, allowing gamers to taunt, chat, and play their friends or foes across the country in real time using their own ISP or SegaNet. Featuring improved AI, street courts, crisper animation, more lines of commentary, added moves, and the new Franchise Mode where players can draft rookies and make trades to create the ultimate team, "Sega Sports NBA 2K1" offers **the most realistic basketball sim ever created.**

Sega Sports™ NFL 2K1

EVERYONE
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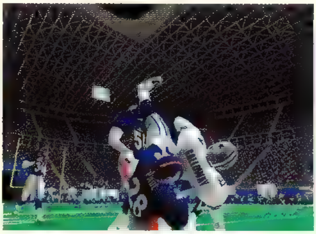
CONTENT RATED BY ESRB

When you get sacked online, it hurts as badly as if you were actually being leveled by a 250-pound linebacker—but this time it's your pride that hurts and not your body. The sequel to the breakthrough sports title of 1999 and the first online multiplayer game, "Sega Sports NFL 2K1" once again revolutionizes the sports game genre by moving the playing field online and allowing players to compete over the Internet via Sega Dreamcast. **A whole new level of competition has emerged with online console gaming** as the pool of opponents has dramatically increased. "Sega Sports NFL 2K1" continues to redefine superior gameplay with new features, including an advanced running game, a better defensive system, and the Franchise Mode that allows gamers to manage their teams over multiple seasons. Play on or offline, "Sega Sports NFL 2K1" delivers endless hours of gameplay. You may never leave the couch again—unless nature calls.



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The process is simple and easy. Plug in your Dreamcast, plug in the phone cord, sign up for SegaNet, and let the online games begin. You can register with your PC via **www.sega.com** or through the Dreamcast console using the latest browser or online games.

If you decide to sign up for 18 months on SegaNet for $21.95 per month, you will get a check for $150—the cost of the Dreamcast hardware—and a free keyboard.

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Bust-A-Groove 2

What we said:

"...sadly isn't improved from the first game...new dancers are lame..."

How we rated it:

6.0 6.0 6.5

What you said:

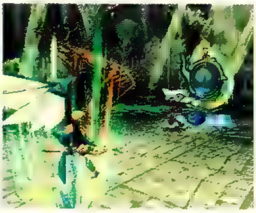
I have been addicted to this game ever since I got my hands on the Japanese import. It is drastically improved from the first in terms of gameplay (all characters have different moves, unlike Bust-A-Groove 1 which had the same for everybody) and the VS mode is improved since you can now volley an attack back at your assailer.

I think the most important point is this: THE DANCING IS 100 times better!!!!! I am a hardcore breakdancer and the breakdancing in the game is very authentic and very skilled. Bust-A-Groove 1 had very lame, minimal and unrealistic breakdancing in it. My girlfriend is a jazz dancer and the Kitty-N's dancing (jazz) is much improved as well. The Capoeira aliens now battle each other, which is true to the real style of martial arts.

I agree the music is pretty lame. But in terms of gameplay, replay value (all the secret characters to unlock, the ability to blow up and SUPER blow up a stage, dance views to unlock), control and just sheer fun, your review was WAY off the mark. You gave more praises to Dance Dance Revolution, which has great music I'll admit, but has terrible dancing and horrible stages. I played that game in about three hours. The dance mat is inaccurate and frustrating, not replicating the superb arcade experience at all.

Daniel Ferro
Ellicott City, MD

"Your review was WAY off the mark."



Legend of Dragoon

What we said:

"Why should anyone waste their time?...fairly straightforward, average RPG fare...bland, lifeless battle engine..."

How we rated it:

6.0 5.0 5.5

What you said:

I found Legend of Dragoon to be a refreshing escape from the mediocrity of recent RPGs. Square is like Hot Pockets, you love 'em and you eat 'em everyday, but every once in a while you need a plate of Bagel Bites for a change of pace. Legend of Dragoon is that plate of Bagel Bites...err wait, I mean change of pace. I absolutely loved the story in Legend of Dragoon, it had some nice twists and turns that kept you interested. The characters admittedly were weak, this was caused by horrid, no correction, abysmal, no no...not strong enough...sorry I cannot think of a hateful word strong enough to express

Sega GT

What we said:

"It shamelessly tries to imitate Sony's killer racing title but falls short...doesn't measure up..."

How we rated it:

8.0 7.0 6.5

What you said:

After seeing some pictures of Sega GT and reading about it I had established that I needed the game. I loved Gran Turismo and Gran Turismo 2 on the PlayStation, so it was very logical to me that at the end of August I would pick up a copy. As luck would have it, the game was not in. I left feeling dejected and discouraged. Fast-forward to a few days ago, I am at the local video store, looking for something to take home. Then like a lightning bolt from Zeus himself Sega GT appears out of nowhere and lands in my hands. I raced to the checkout counter and thankfully only had to pay $4.99. I inserted the disc. The opening came on the screen and it was only a demo of an actual race, no cinematics like Sony or EA, obviously the space was being used for all the juicy stuff in the game. Bull. The first thing you notice is how faithful the guys at Sega have been at re-creating Gran Turismo. The entire interface is a blatant rip-off of what Sony did. Just because "Garage" has become "My Garage" doesn't mean Sega has added anything worthwhile or different (although the Carrozzeria is a cool feature). I don't have any clue as to how you could possibly be pulling the starts the computer gets off, they're perfect every time. Then you notice the amazingly horrid way your automobile handles. Your car shoots from one side of the road to the other. It feels as though the track is coated in four inches of bacon grease. Now I could hear some Sega defenders say that the game is a "realistic simulation" of driving. I have been driving for 10 years and at no time has any vehicle ever felt or responded like they do in the game. Also, there are no constants in the game. My personally built car from the "Carrozzeria Factory" that weighs 2319 lbs. with 1244 hp. can't crest the 190 mph barrier. Apparently the designers of the game don't care about the relationship between power and weight, and yes I understand how gearing and aerodynamics can affect a car's top speed. I like the fact that a Type R Civic can go 0-100 in like six seconds. That's right, apparently to the folks at Sega a sub-compact car with polished ports accelerates more rapidly than a McLaren F1. I could go on as to how crappy a game Sega GT is, but I won't. All I can say is "Why?" Why did Sega let this piece of junk come to market? In one of your previews awhile back you made a point to mention the twitchy handling. Apparently Sega doesn't listen. I hope they listen to this: "All of you planning on buying, or even renting Sega GT, DON'T." Save yourself the money and heartache and just say, "No." As for me, I will wait for Metropolis Street Racer and Ferrari 355 Challenge; you should do the same.

Daniel Smith
Lake Oswego, OR

BIG MOUTH BILLY BASS

I luv that Big Mouth Billy Bass

I have purchased one of those marvels of science better known as the "Big Mouth Billy Bass." I have listened to its sweet songs over 100 times but still I keep pushing that little red button. A singing fish is better than any Seaman or real pet—do real animals sing on command? I just wanted to let you guys at *EGM* know that there are people in this world who share the joy that is the "Big Mouth Billy Bass."

Liquid15200@aol.com

---

my feelings on the translation. From, "Arg, I am vexed!" to "It was a wondrous thingy." The translation left me and my roommate snickering the whole way through the game. The story, though, stood apart from the translation and still made for an interesting RPG.

The combat system was another welcome change. I didn't know how I felt about the button pushing at first, but it grew on me. It's exciting to get those combos off and it brings you closer to the game. I hope this is a trend that continues in RPGs. The dragoon "morphing" was another cool addition. I felt the overall design of the combat system added a level of strategy that I had never encountered in a Square game. For instance, I cannot think of a single instance in a Final Fantasy title that I would ever guard. It was a useless ability, but in Dragoon it saved you from needing curative items sometimes, and "morphing" was an alternative way to clear status anomalies.

I really enjoyed Legend of Dragoon as a whole, but the translation really hurt the title. Hopefully Sony will learn that translation is extremely important. I think it stopped this game from being as cool as, say, Lunar.

Overall, I'd give it at least a 7.0.

Angel
via the Internet

Tenchu 2

What we said:

"It has the same cool, stealthy style as the first one, along with some new features...the graphics should be better...a mixed bag but intriguing..."

How we rated it:

7.0 7.5 6.5

What you said:

After playing one hour of Tenchu 2 (a game I have been looking forward to for quite some time), I wanted to gouge out my eyeballs and kick my PlayStation through the wall. I know now that I could never do what you do. Your entire staff is to be commended for having to play such crappy games. And for the record; pitiful graphics, horrible control, headache-inducing cameras, lack of music, bleeding-ear-level annoying ambient sounds, *Rain Man* intelligent bad guys, no defense, and lazy, sloppy programming and game design are my gripes with this game. I wish you could all get medals.

Nate Voss
Omaha, NE

> **"After playing one hour of Tenchu 2 I wanted to gouge out my eyeballs..."**

Zombie Revenge

What we said:

"...a decent brawler that's best played with a pal...this game makes me long all the more for a 3D Streets of Rage."

How we rated it:

9.0 8.0 6.5 8.5

What you said:

Granted, I only played four hours' worth of this short-term exploitation game. But I must say, I thoroughly enjoyed every minute of Zombie Revenge. I even enjoyed it better than Resident Evil. (OK, you can commence with the stone throwing.) Don't get me wrong, I still dig Resident Evil's gameplay (and look forward to playing future longer-term exploitation zombie games for the PlayStation 2, Xbox, Game Boy Advance, Nintendo Cubed, or any other hardware to hit the market (notice how I didn't mention any new hardware for Sega). For me, Zombie Revenge was a nice breath of fresh air. I enjoyed the game's simplicity. You see gun. You see ammo. You pick up gun and ammo. You then see creatures. Creatures then see you. You then proceed to cure said creatures, with your gun and ammo—of course, from their constant moaning and groaning. Also, Zombie Revenge has a couple of old-school gameplay tricks, which were used quite well. For example, on certain stages, gamers are required to dodge slabs of concrete or "Evil Lasers," or to acquire a special life-saving herb (complete Resident Evil BITE!) to pass the game. This, in turn, distracts the mind long enough from merely playing a game that's just a button-smasher. Besides, how can you not like a game that gives work to unemployed or rejected monsters from Nightmare Creatures or MediEvil (there, I'm trying to be funny and creative). Listen, take the game home. Play it with a friend and you'll see it's very entertaining. And that's without all the game codes. Moreover, the developers threw in a mini-game, where you can play fighting game style. It's nothing great, still for being an inbred game, it's good. It'll go down as a favorite when we talk about games that were once made for a little machine called the Dreamcast. (Not that I'm saying Sega won't be around to make games, at least.)

Damian Brown
Sherman Oaks, CA

Endless Adventure

All-New Characters

Improved Battle System

TEEN
T
CONTENT RATED BY
ESRB

Animated Violence
Mild Language

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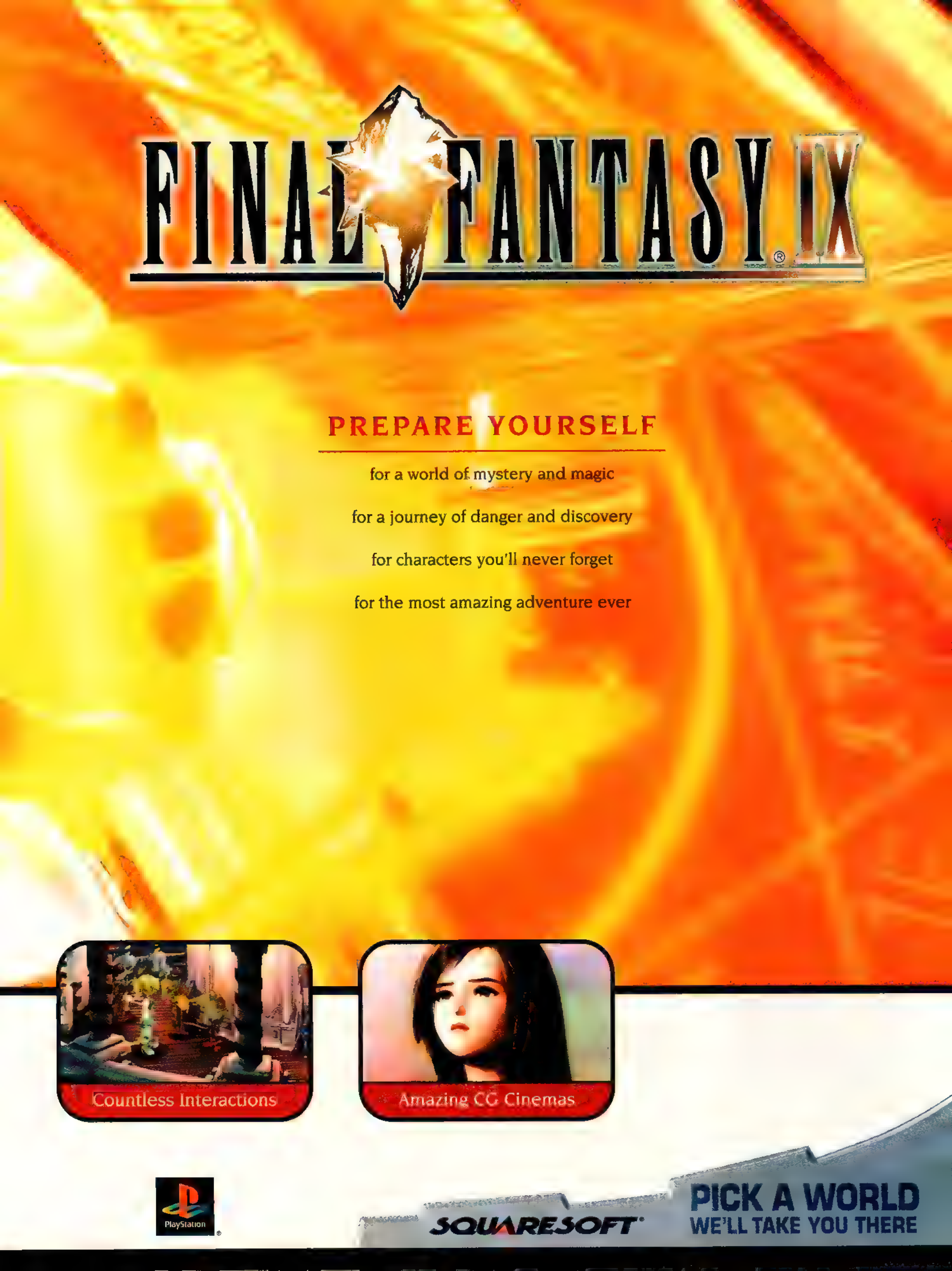
ILLUSTRATION: © 2000 YOSHITAKA AMANO.
U.S. Patent No. 5390937 5649862



FINAL FANTASY® IX

PREPARE YOURSELF

for a world of mystery and magic

for a journey of danger and discovery

for characters you'll never forget

for the most amazing adventure ever

Countless Interactions

Amazing CG Cinemas

PlayStation®

SQUARESOFT®

PICK A WORLD
WE'LL TAKE YOU THERE

Tricks of the Trade

By Trickman Terry
tricks@ziffdavis.com

TRICK OF THE MONTH

Star Trek Invasion

(For PlayStation)

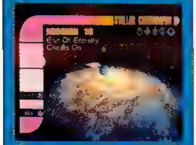
Awesome Cheats

Unlock Everything

On the Mission Select Screen, press Up, Left, Down, Right, [illegible] Right, Down, Left, [illegible] L, R2. The screen will flash if the code was entered correctly. [illegible] you will have access to all the levels. [illegible] of any mission, [illegible] START to pause. [illegible] Pause Screen, access the Cheat Screen option at the bottom of the [illegible]. The Cheat Screen will give you new options such as One-Hit Kills, Player [illegible] Weapons.

View Credits Sequence

On any Mission Briefing Screen, press these commands five times: Left, Right, Up, Down. This will automatically take you to see the credits.



3
0:23 ARZ 9
1ST PIT 7
PRESS START

Aerowings 2: Airstrike

1 GET EVERYTHING

When you begin your game, abort training mode and get to the Game Select Screen. While on this screen, hold the L-Trigger+X button. With these held, press the Y button. You will hear a voice to confirm the code was entered correctly. This will open up all the planes, fighter pilot missions and maps in the game.

1
FIGHTER SELECT

Wacky Races

COOL CHEATS

After choosing a racer, run into the sign in the middle of the grassy hill. This will give you several options and a "Cheats" option at the bottom of the menu. Enter these cheats for the results as shown.

All Challenges and Tracks:
WACKYGIVEAWAY

2 All Cars:
WACKYSPOILERS

All Abilities:
BARGAINBASEMENT

Super Difficult:
CRACKEDNAILS

2
PLAYER 1 CONFIRMED TO PLAY AS DICK DASTARDLY AND MUTTLEY IN MEAN MACHINE

NFL Blitz 2001

TODAY'S CONTEST CODES

When the "Today's Contest" Screen appears, enter codes with the Turbo, Jump and Pass buttons. Press the buttons the number of times shown below, and then press the D-pad in the direction indicated to complete the code. (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and then press Right on the D-pad).

Infinite Turbo
5, 1, 4, Up

Unlimited Throw Distances
2, 2, 3, Right

Fast Turbo Running
0, 3, 2, Left

Power-Up Offense
3, 1, 2, Up

Power-Up Defense
4, 2, 1, Up

Power-Up Teammates
2, 3, 3, Up

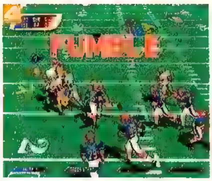
Power-Up Blockers
3, 1, 2, Left

Super Blitzing
0, 4, 5, Up

Super Field Goals
1, 2, 3, Left

No Interceptions
3, 4, 4, Up

No Random Fumbles
4, 2, 3, Down



No First Downs
2, 1, 0, Up

No Punting
1, 5, 1, Up

Allow Stepping Out of Bounds
2, 1, 1, Left

Fast Passes
2, 5, 0, Left

Late Hits
0, 1, 0, Up

Show Field Goal Percentage
0, 0, 1, Down

Hide Receiver Name
1, 0, 2, Right

Invisible
4, 3, 3, Up

Jason Loves Mystery Ball
3, 2, 3, Left

Big Football
0, 5, 0, Right

No Head
3, 2, 1, Left

3 **Headless Team**
1, 2, 3, Right

No Play Selection (2P must Agree)
1, 1, 5, Left

Show More Field (2P must Agree)
0, 2, 1, Right

No CPU Assistance (2P must Agree)
0, 1, 2, Down

4 **Snowy Weather**
5, 2, 5, Down

Power-Up Speed (2P must Agree)
4, 0, 4, Left

Hyper Blitz (2P must Agree)
5, 5, 5, Up

Smart CPU Opponent (1P Game Only)
3, 1, 4, Down

Deranged Blitz Mode (1P Game Only)
2, 1, 2, Down

Ultra Hard Blitz (1P Game Only)
3, 2, 3, Up

Super Passing (2P Game Only)
4, 2, 3, Right

Super Blitz (2P Game Only)
4, 4, 4, Up

Tournament Mode (2P Game Only)
1, 1, 1, Down

the PERFECT DARK insider

Your monthly source for anything and everything Perfect Dark

Got your own PD tidbit for us? Send us a letter or e-mail us at EGM@ziffdavis.com, subject: Perfect Dark. If we choose your letter you'll get your name in *EGM* and maybe even a little somethin' extra!

INSTITUTE EXPLORATION

Go to the firing range in the Carrington Institute. Make sure the outer door to the range is open. Now position yourself so that you are halfway between the door of the firing range and the entrance to it. If you are far enough in the range, you can press Start to access your weapons. Pick the Slayer and choose the Fly-By-Wire Rocket. Shoot it out by the workers and guide the rocket down the hall and through the outer door so it goes into the Carrington Institute. Now you can go for a tour of the place via rocket!

GREAT GLITCHES

EASY OBJECTIVE

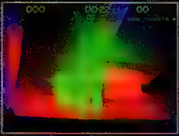
First turn on any cheats that give you an explosive weapon, such as the Rocket Launcher or Phoenix (on its second mode). Start Mr. Blonde's Revenge on Perfect Agent. Kill any of the guards that get in your way, and make your way up the stairs to the pair of elevators. Take one of your explosive weapons and shoot the elevator on the left. A body may appear inside the elevator. Now go to the elevator on the right and get in. As you progress upward, the screen will say, "Objective 2 Completed." This is an easy way to kill the dataDyne captain.

COOL CINEMA

First turn on the Laptop Gun and Unlimited Ammo in the Cheats. In Carrington Institute - Defense, go to the hangar when you first begin and deploy the Laptop Gun onto the roof above the dropship. Once you complete all the missions, you will see the Laptop Gun constantly fire at the Skedar in the cinema! Thanks for these tricks, Dr. Chris Ngo!

CARRINGTON KNIVES GLITCH

In the Carrington Institute, go all the way downstairs to the hangar. Next to the worker is a hovering crate. Grab it and carry it upstairs to the firing range. Bring the crate inside the range itself and press Start to bring up the weapons menu. Select the Combat Knife on the Bronze difficulty. Hold B to make it a throwing knife and then chuck as many knives as you can into the box before time runs out. Now carry the box out of the range and take it up the elevator to Daniel Carrington's office and leave it there. Now go back down to the firing range and access the Weapons Menu again. Use the Farsight XR-20 and aim above the range worker. You will see Carrington next to the box of knives. Aim for the box and blow it up. This will scatter the knives all over the floor. Now go upstairs to the device training room. Choose Cloaking Device training and head to Carrington's office through the passage. Once you get there, pick up the knives next to him, switch the weapon to your knives and start throwing them at Daniel! Thanks to Elliot Mahan for this great glitch!



MOST WANTED TRICK

Do you remember the secret island in GoldenEye 007? There was actually a GameShark code (albeit glitchy) that could get you to that island. Some people believe there is a way to get in the strange tower in the distance of the Villa. If you find any truth to this rumor, send it in! Thanks to Tyler Brooks.

PERFECT DARK WEB SITES GALORE

Here's a new slew of sites dedicated to Joanna Dark and the game she stars in.

www.pdark.com

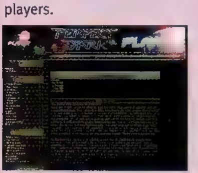
News, reviews, features and forums keep this site a favorite of many PD fans.

www.pd64.com

Rankings, news, mission walkthroughs, forums and more!

www.allpd.com

This site is full of walkthroughs, strategies, forums and downloads for Perfect Dark players.



www.pdplanet.com

No more updates for this site, but it still has a lot of good info.

http://pub18.ezboard.com/branstallionspdforum

Scroll down the page to find great forums for PD discussions about custom scenarios and even chat about the sequel.

KONAMI®

HE CAN SPEW SWARMS OF
FROM YOUR BONES. YOU, HOWEVER,

Think you're having a bad day? Try waking up from a 3000 year nap to find meddling humans pillaging your crypt. Resurrecting the hit movie, The Mummy brings the horror of death back to life. And as the hero, it's your duty to fight any scarabs, spirits and undead you meet while exploring the uncharted tombs of the pyramid. Sure, you'll be loaded with weapons and special moves. But beware. After sleeping that long, it just might be his morning breath that kills you.

TEEN T Animated Violence Animated Blood

Dreamcast

GAME BOY COLOR

PlayStation

PC CD ROM

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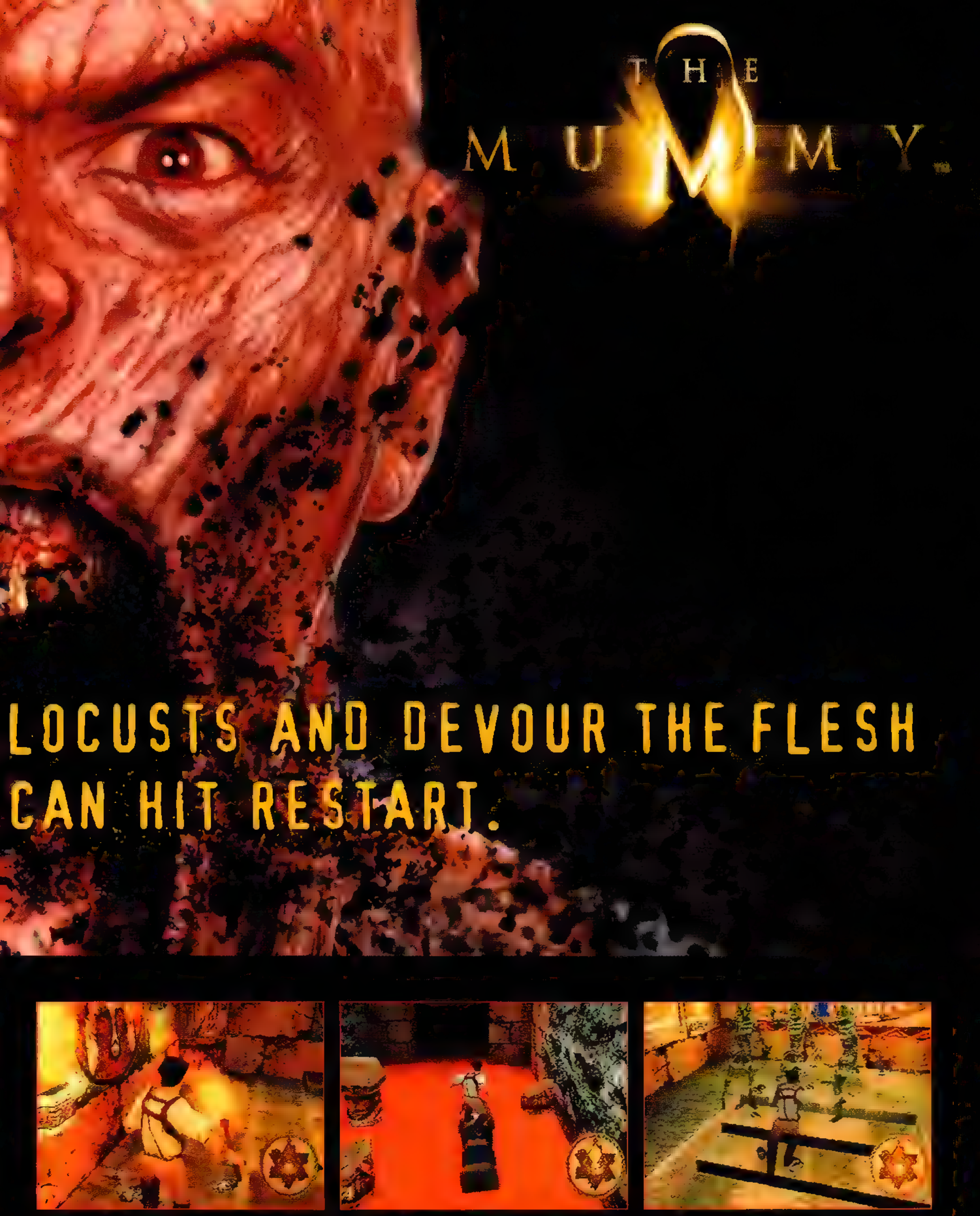
THE MUMMY
LOCUSTS AND DEVOUR THE FLESH
CAN HIT RESTART.

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TOP 15 TRICKS

The top 15 games of the last month given the full-on *Trickman* treatment:

1. Kirby 64

Unlimited 1-Ups
Blue Stars replace Crystal Shards when you re-enter a cleared level, and you can return to a level you've already conquered and pilfer its Blue Stars 'til you get all the 1-Ups you'll ever need. To do this quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.

2. Pokémon (Yellow)

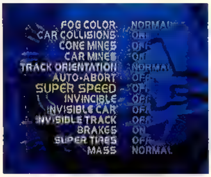
Easy Level Gain
To easily gain experience, switch the Pokémon you want to train with the top Pokémon on your list. When you go into battle, this Pokémon will appear. Switch to another Pokémon. Once you win the battle, the beginning Pokémon and the fighting Pokémon both gain experience points. This is especially useful if the Pokémon you want to build up has no initial attack in its first form.

3. Tony Hawk's Pro Skater

Cool Codes
Enter the following cheat while paused during play. If you entered these correctly, the screen will shake.
Blowout Trick
This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the Main Menu Screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Always QB	2, 2, 2, Left
Rainy Weather	5, 5, 5, Right
49ers Playbook	1, 5, 1, Left
Bears Playbook	1, 1, 0, Left
Bengals Playbook	1, 1, 2, Left
Bills Playbook	1, 0, 4, Left
Broncos Playbook	1, 1, 5, Right
Browns Playbook	1, 1, 3, Left
Buccaneers Playbook	1, 5, 4, Left
Cardinals Playbook	1, 0, 1, Left
Chargers Playbook	1, 4, 5, Left
Chiefs Playbook	1, 2, 5, Left
Colts Playbook	1, 2, 3, Up
Cowboys Playbook	1, 1, 4, Left
Dolphins Playbook	1, 3, 1, Left
Eagles Playbook	1, 4, 3, Left
Falcons Playbook	1, 0, 2, Left
Giants Playbook	1, 3, 5, Left
Jaguars Playbook	1, 2, 4, Left
Jets Playbook	1, 4, 1, Left
Lions Playbook	1, 2, 1, Left
Packers Playbook	1, 2, 2, Left
Panthers Playbook	1, 0, 5, Left
Patriots Playbook	1, 3, 3, Left
Raiders Playbook	1, 4, 2, Left
Rams Playbook	1, 5, 3, Left
Ravens Playbook	1, 0, 3, Left
Redskins Playbook	2, 0, 1, Left
Saints Playbook	1, 3, 4, Left
Seahawks Playbook	1, 5, 2, Left
Steelers Playbook	1, 4, 4, Left
Titans Playbook	1, 5, 5, Left
Vikings Playbook	1, 3, 2, Left

START GAME
2
RECORDS
OPTIONS
AUDIO
VIDEO
WEB SITE



FOG COLOR	NORMAL
CAR COLLISIONS	ON
CONE MINES	ON
CAR MINES	ON
TRACK ORIENTATION	NORMAL
AUTO-ABORT	OFF
SUPER SPEED	OFF
INVINCIBLE	OFF
INVISIBLE CAR	OFF
INVISIBLE TRACK	OFF
BRAKES	ON
SUPER TIRES	OFF
MASS	NORMAL

San Francisco Rush 2049

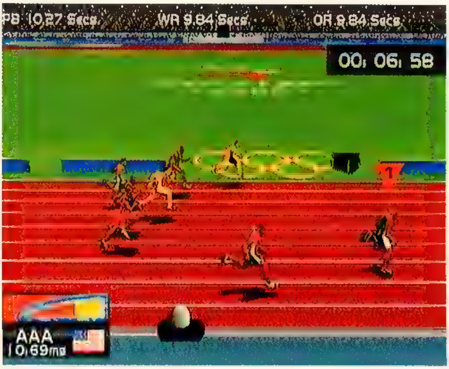
CHEATS MENU

On the Main Menu Screen, move down and highlight "Options." Then press the L-Trigger+R-Trigger+X+Y buttons simultaneously. Keep doing this until you see a new option called "Cheats" appear at the bottom of the menu. Access this new option to get a list of all the cheats you can unlock with other codes. If you find more tricks to unlock these codes, send them in!

Sydney 2000

FULL STATS

At the Main Menu Screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left. Note: You must enter this code very quickly (within about three seconds) to make it work. You will hear a sound if the code was entered correctly. Now access the Olympic option. When you select an event, you will see that you have full Olympic stats.



UFC: Ultimate Fighting Championship

999 CREATION POINTS

On the Main Menu, choose "Career" and on the Edit Menu, choose "Make a New Fighter." After selecting a discipline, fighter type, voice and color, go to the Setting selection at the top of the screen. Enter Best for the first name and Buy for the last name. Once you do this, your skill points will increase to 999. Now you can use these skill points to increase your endurance, stamina, etc. Then your level will rise up to 36!

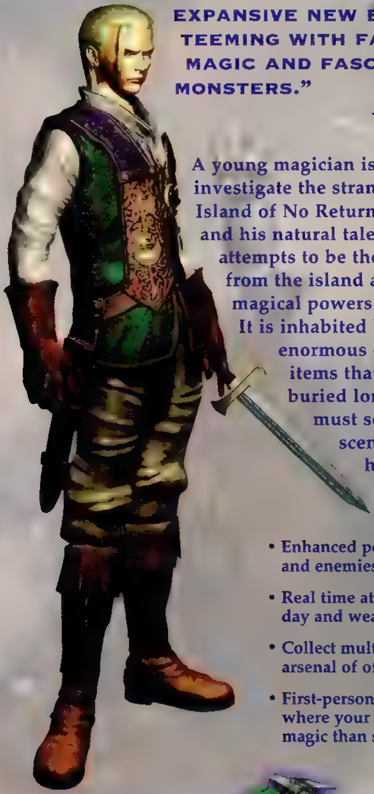
Turok 3: Shadow of Oblivion

TONS OF UNLOCKING CODES

From the Main Menu Screen, access the Secrets option. Choose "Enter New Secret" and put in the passwords as shown below. We hope you know your animals!

Play Chapter 1
Frog, Elk head, Horse, Dragonfly, Wolf head, Rabbit.
Play Chapter 2
Owl, Owl, Horse, Elk head, Elk head, Elk head.
Play Chapter 3
Owl, Rabbit, Bear, Beetle, Frog, Cougar.

WHO SAID FANTASIES HAD TO BE FINAL?



> "WONDERFUL VISUALS OF AN EXPANSIVE NEW ENVIRONMENT TEEMING WITH FANCIFUL MAGIC AND FASCINATING MONSTERS."
>
> — GAMER'S REPUBLIC

A young magician is sent by his King to investigate the strange happenings on the Island of No Return. Armed with his sword and his natural talent as a sorcerer, Cain attempts to be the first person to return from the island alive. Legend has it that magical powers are at rest on this island. It is inhabited by numerous beasts, enormous dragons, and magical items that were supposed to be buried long ago. As Cain, the player must solve several baffling scenarios whilst keeping his hide intact in his search for the ultimate magic ring.

- Enhanced polygon graphics of giant dragons and enemies in a completely 3D world.
- Real time atmospheric effects include time of day and weather FX.
- Collect multiple magic rings to build an arsenal of offensive and defensive spells.
- First-person perspective in an RPG adventure where your combat skills will rely more on magic than swordplay.

PlayStation.2
ETERNAL RING
TEEN
T
agetec

Terrifying monsters inhabit the island of No Return

Gather magic rings to cast devastating spells

First-person view requires precise combat skills

ETERNAL RING™

FROM SOFTWARE™

TEEN
T
CONTENT RATED BY ESRB

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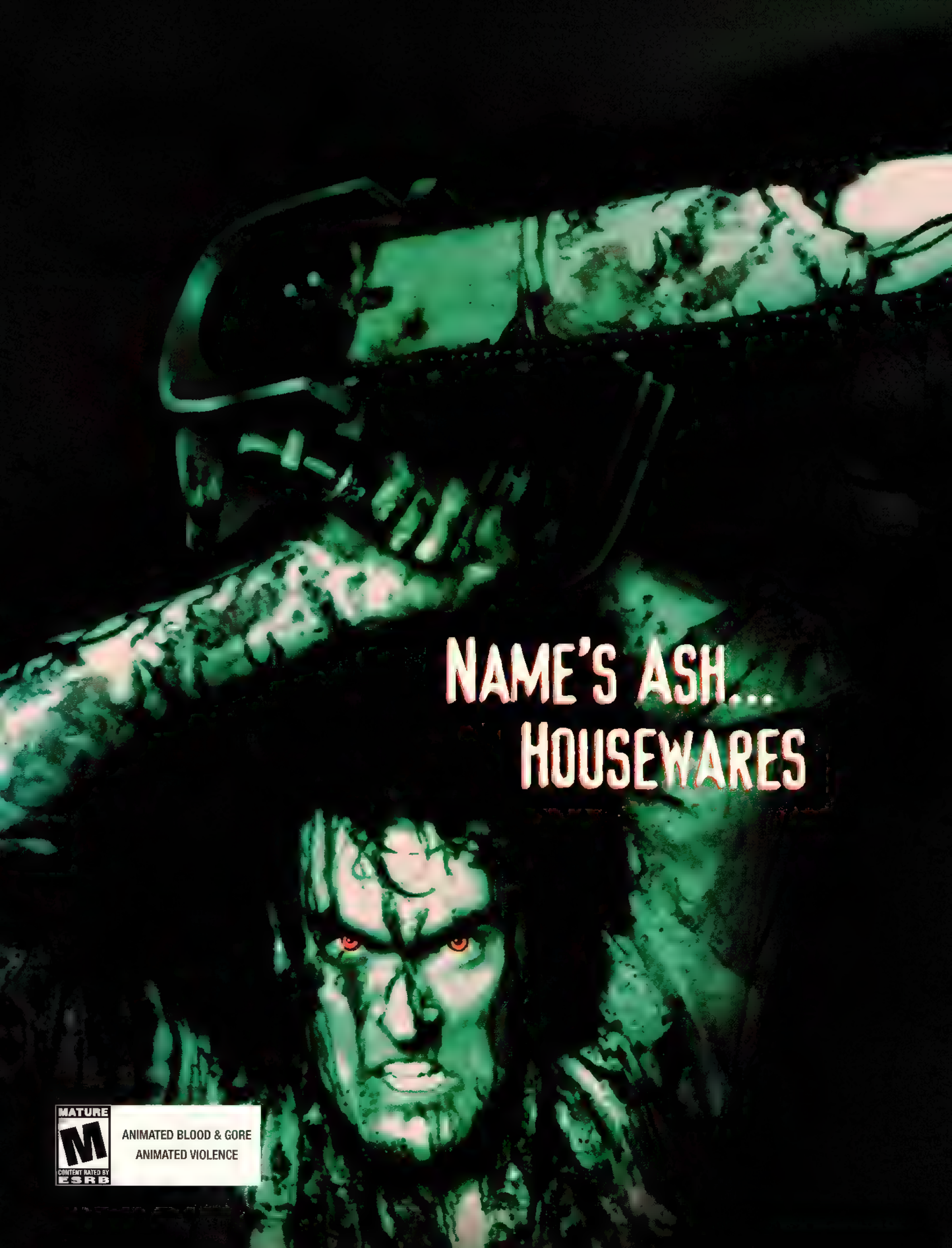
NAME'S ASH...
HOUSEWARES
MATURE
M
CONTENT RATED BY
ESRB
ANIMATED BLOOD & GORE
ANIMATED VIOLENCE

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EVIL DEAD
HAIL TO THE KING™

CHAINSAWS, BOOMSTICKS,
AND DEADITES, OH MY!

■

SLICE AND DICE THE UNDEAD
WITH A WEAPON IN EACH HAND.

■

FIGHT EVIL ACROSS THE SPANS OF TIME: FROM THE
INFAMOUS CABIN TO ANCIENT DAMASCUS.

■

BEST OF ALL . . .
BRUCE CAMPBELL AS ASH!

Screenshots from Sega Dreamcast

PlayStation

Dreamcast

WINDOWS
95/98

HEAVY
IRON
STUDIOS

THQ

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3
03
RING
03:30.46

Play Chapter 4
Bear, Horse, Raven, Eagle head, Horse, Coyote.
Play Chapter 5
Bear, Dragonfly, Horse, Bear, Frog, Elk head.
Invincibility
Raven, Fish, Eagle head, Bear, Lizard, Rabbit.
All Weapons
Owl, Bear, Owl, Beetle, Hawk, Owl.
Unlimited Ammo
Fish, Elk head, Bull head, Snake, Eagle, Fish.
All Keys
Lizard, Dragonfly, Bull head, Bear, Wolf head, Eagle head.
Headless
Lizard, Elk head, Eagle head, Owl, Fish, Horse.
1 **Big Heads**
Cougar, Wolf head, Snake, Rabbit, Lizard, Coyote.
Big Hands and Feet
Lizard, Lizard, Dragonfly, Horse, Lizard, Coyote.
Skinny
Horse, Eagle head, Snake, Cougar, Beetle, Fish.
Shorty
Frog, Frog, Fish, Beetle, Wolf head, Cougar.
Deathmatch Mannequins
Snake, Bull head, Snake, Frog, Bear, Elk head.
Pen and Ink
Cougar, Horse, Elk head, Fish, Cougar, Hawk.
Gasping
Dragonfly, Bull head, Rabbit, Fish, Eagle head, Raven.
2 **Gouraud**
Lizard, Fish, Beetle, Fish, Wolf head, Dragonfly.
Menu Madness
Rabbit, Owl, Horse, Beetle, Bear, Bear.
Clean Screen
Rabbit, Owl, Lizard, Elk head, Fish, Rabbit.
Credits
Elk head, Elk head, Elk head, Elk head, Elk head, Elk head.

Mario Tennis

RING TOURNAMENT PASSWORDS

From the Main Menu, access the Special Games option. In the Special Games Menu, choose the Ring Tournament. Now, on the Code Entry Screen, put in the password for the Cup you want to play. After you play one of these tournaments, you will receive a new code to rank you on the mariotennis.com Web site.

Mario Cup
Put in A3W5KQA3C as your password.
Luigi Cup
Put in M1C2YQM1W as your password.
Peach Cup
Put in OF9XFQOFR as your password.
Donkey Kong Cup
Put in MM55MQMMJ as your password.
Wario Cup
Put in UOUFMPUOM as your password.
Waluigi Cup
Put in LA98JRLAR as your password.
3 **Bowser Cup**
Put in N24K8QN2P as your password.
Mariotennis.com Cup
Put in 48HWOR482 as your password.
Blockbuster Cup
Put in ARM6JQARU as your password.

Resident Evil 2

SECRET CHARACTERS

On the Main Menu, choose Load Game. On the Load Game Screen, enter one of these codes to play as the hidden survivors.

4 **Play As Hunk**
Up, Down, Left, Right, Left, Left, Right, Right, L-Shift, R-Shift, C-Up, C-Right, C-Down, C-Left.
5 **Play As Tofu**
Up, Down, Left, Right, Left, Left, Right, Right, L-Shift, R-Shift, C-Up, C-Left, C-Down, C-Right.

1-900-PRE VIEW
773 8439
The number to call for the latest cheats & gaming info

TOP 15 TRICKS
(CONTINUED)

4. World Series 2K1

Stealing Tip
If you have a man on first base, lead off and get ready for him to steal second. Have your player at bat hit a grounder toward the right fielder and your runner on first should be able to steal second a good percentage of the time.

5. Pokémon Trading Card

Card Advantage Tip
85 percent of the battles are for four Prizes of less. That means you can draw lots of cards with trainers and draw attacks without having to worry about running out of cards in your draw pile yourself. You'll want lots of Professor Oaks and Bills in your Deck. Some of the club leaders use stall Decks designed to run you out of cards. The Gambler trainer is a good substitute for Bill and Oak in these situations. Gambler allows you to shuffle your hand back into your Deck instead of discarding it. You can then flip a coin to draw either one or eight cards. This card can really save you late in the game.

6. Legend of Dragoon

Quiz Answers
(Disc One) Upon arriving in Kazas, seek out the underground for that the citizens have rebuilt in the northern section of the city. In the lower-left room, you will meet a child named Popo. He will give you a small quiz on the war, the toucome of which will determine whether you will join the New Serdio Party. The correct answers are as follows:
Q. Which country do you want to win, Basil or Sandora?
A. I cannot say which.
Q. During the war, what should powerless kids like us do?
A. Take care at home.
Q. Why do people have to fight?
A. To protect something.

7. Perfect Dark

Wierd Cassandra in Cinema
In the third part of the first mission (dataDyne Central - Extraction), play the game on Agent setting and finish the first objective. Go to the last room where Cassandra talks to you with her bodyguards. Before you finish the second objective (defeating Cassandra's bodyguards), you

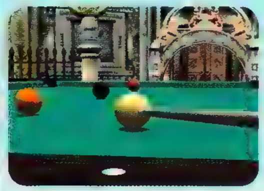
PlayStation®2

Q-Ball

BILLIARDS MASTER

Play alone or with a friend

Master the techniques used by the pros!



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ask

EVERYONE
E
CONTENT RATED BY ESRB

ZD ZIFF-DAVIS
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TONY HAWK'S PRO SKATER 2
SCREENS • INTERVIEW • NEW FEATURES REVEALED
X-BOX IT'S REAL! SEE PAGE 38
PLAYSTATION2
ALL THE NEW GAMES!
PLAYSTATION GAMES ENHANCED
INSIDE
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STAR TREK: INVASION
WILD ARMS 2
TENCHU 2
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TOP 15 TRICKS
(CONTINUED)

should run up the stairs and catch up with Cassandra before she leaves the building. Shoot her multiple times to get rid of her shields. Follow her outside and she will stand still. Now you can shoot up her face until it looks pretty mangled. Now go back into the building and take care of the rest of her guards. This will complete the second objective. Go back outside and rendezvous at the helipad (Third objective). When the cinema is playing, you will see that Cassandra's face will still be mangled from when you were shooting her before!

8. Driver

Invincibility
Go to the Main Menu /Title Screen and enter the tricks as shown. To activate the cheats, move right until you highlight the police car and then access the Cheats Menu. Then press L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1. The Invincibility option will now be unlocked in the Cheats Screen.

9. Pokémon (Blue)

Fight Safari Zone Pokémon
GAME BOY COLOR

This will allow you to fight and catch the Safari Zone Pokémon outside the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out. Go to the Seafoam Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls.

1
QUALIFIED

WINNER
TERRY

International Track & Field 2000

1 PLAY AS KONAMI MAN

On the Select Event Screen, choose the event you want to play, and then enter the Konami code (Up, Up, Down, Down, Left, Right, Left, Right, Circle, X). If entered correctly, you'll hear a sound. Now when you begin the event, your character will be Konami Man! When you begin an event with a female athlete, the character will be Konami Woman.

NCAA GameBreaker 2001

AWESOME TRICKS

On the Main Menu Screen, choose the Customize option. On the Customize Screen, choose the Easter Eggs option. Now enter these passcodes to unlock various new game options (Note: Smaller capital letters indicate the entry of the passcode using the smaller size letters).

Player Attributes are Now 99
BEAT DOWN
Acquire all Blue Chips
MOTIVATE

2
CREATE WALK-ON

3
4 YARD RUN
2ND DOWN AND 16
TURBO
COMPUTER
COMPUTER
COMPUTER

2 **Make High Attribute Walk-On Players**
FRANKENSTEIN
Take You to Credits Screen
HOLLYWOOD

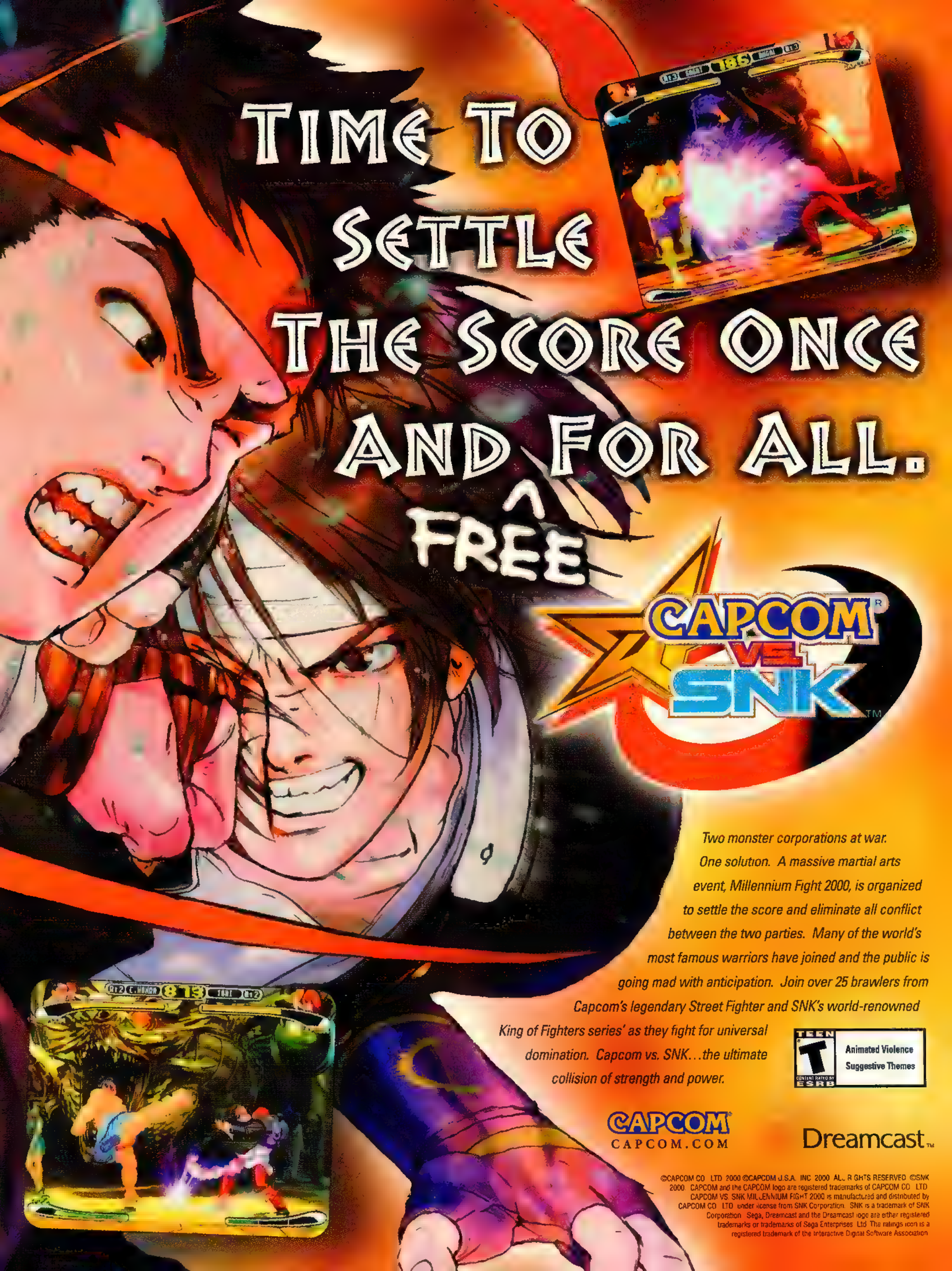
Kurt Warner's Arena Football Unleashed

SECRET CODES

On the "Today's Contest" Screen, enter any of these codes the number of times shown with the Turbo, Jump and Pass buttons (For example, if the code is 3, 4, 5, Right, you will press Turbo three times, Jump four times, Pass five times and the press Right on the D-pad).

Fast Passes
2, 5, 0, Left
Super Passing (2P must Agree)
4, 2, 3, Right
Super Field Goals
1, 2, 3, Left
Show Field Goal %
0, 0, 1, Down
Allow Stepping Out of Bounds
2, 1, 1, Left
Power-Up Blockers
3, 1, 2, Left
Avengers Stadium
1, 1, 5, Left
No First Downs
2, 1, 0, Up

No Interceptions
3, 4, 4, Up
Infinite Turbo
5, 1, 4, Up
Super Blitzing
0, 4, 5, Up
Power-Up Teammates
2, 3, 3, Up
Power-Up Defense
4, 2, 1, Up
No Random Fumbles
4, 2, 3, Down
Hide Receiver Name
1, 0, 2, Right
Big Football
0, 5, 0, Right
Big Head
2, 0, 0, Right
3 **Huge Head**
0, 4, 0, Up
No Head
3, 2, 1, Left
Headless Team
1, 2, 3, Right
Team Tiny Players
3, 1, 0, Right
Team Big Players
1, 4, 1, Right
Team Big Heads
2, 0, 3, Right
Hyper Play (2P must agree):
5, 5, 5, Up
Show More Field (2P must agree):
0, 2, 1, Right
No CPU Assistance (2P must agree)
0, 1, 2, Down
Power-Up Speed (2P must agree)
4, 0, 4, Left
Tournament Mode (2P game only)
1, 1, 1, Down
Smart CPU Opponent (1P game only)
3, 1, 4, Down


TIME TO SETTLE THE SCORE ONCE AND FOR ALL.
^
FREE
CAPCOM VS. SNK

Two monster corporations at war. One solution. A massive martial arts event, Millennium Fight 2000, is organized to settle the score and eliminate all conflict between the two parties. Many of the world's most famous warriors have joined and the public is going mad with anticipation. Join over 25 brawlers from Capcom's legendary Street Fighter and SNK's world-renowned King of Fighters series' as they fight for universal domination. Capcom vs. SNK…the ultimate collision of strength and power.

TEEN T
CONTENT RATED BY ESRB
Animated Violence
Suggestive Themes

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Dreamcast™

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Power-Up Offense
3, 1, 2, Up

Fast Turbo Running
0, 3, 2, Left

Invisible
4, 3, 3, Up

NFL GameDay 2001

COOL FOOTBALL CHEATS

From the Options Screen, highlight and pick the Easter Eggs option. On this screen, enter any of the following codes (in caps) for the results as shown.

Brainy Computer
SMART CPU

Speedy Players
ROCKET MAN

Max Injuries
HAM INJURY

Slower Movement
STROBE LIGHT

Balanced Abilities
ALL EVEN

Basketball Star Names
BASKETBALL

1 **Flat Football Players**
TWO D

Big Football
BIG PIG

Huge Players
GIANTS

Tiny, Quick Players
POP WARNER

Fast Movement
BOOSTER

Programmer Names
RED ZONE

Bobo Teams
ALL BOBO

European League Names
EURO LEAGUE

United States Presidents
OVAL OFFICE

Increased Endurance
ENDURANCE

Bigger Hits
CRUNCH

Better Defense
LINE BUSTER

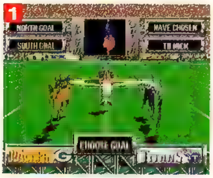
Skilled Running Back
SUPER FOOT

Easier Catches
STICKEM

Better Passes
SHOOTERS

2 **Cheerleader Pics After Game (Cycle with X button)**
FASHION SHOW

1



2

3

COMIC COLLECTION
SELECT
BACK

Nightmare Creatures II

ADDED CHEATS

In the middle of the game, press START to pause the game. Then hold L1+R2+Square+Circle and press SELECT. You will now be at the "Cheats" Screen with the option for invulnerability. On this screen, enter any one of these codes to add new options to the menu.

Unlimited Continues
Press and hold L1+R1+R2 and then press SELECT.

Kill Enemy
Press and hold L1+L2+R1+Square and then press SELECT.

Unlimited Power-Up
Press and hold L1+R1 and then press SELECT.

Enemy Unlimited Life
Press and hold Square+Circle and then press SELECT.

Display Hero Life
Press and hold L2+R2+Square and then press SELECT.

Hot Shots Golf 2

INCREDIBLE CODE

From the Title Screen, choose New Game. When asked to choose your name, enter 2GSH and then press the OK button on the screen. Now all of the hidden characters will be unlocked, all difficulties, special clubs and balls will be available, prizes, and more!

Spider-Man

TONS OF INCREDIBLE TRICKS

On the Main Menu Screen, access the Special Menu. Highlight and enter the Cheats option. Now put in any of these cheats (shown in caps.) on the Enter Cheats Screen as shown.

Level Select
XCLSIOR

Invulnerable
RUSTCRST

Webbing
STRUDL

3 **Game Comic Covers**
ALLSIXCC

Movie Viewer
WATCH EM

Character Viewer
CVIEW EM

What If Contest
GBHSRSPM

Ben Reilly Costume
BNREILLY

Symbiote Spidey Costume
BLKSPIDR

Spidey 2099 Costume
TWNTYNDN

Captain Universe Costume
S COSMIC

TOP 15 TRICKS

(CONTINUED)

10. Pokémon (Red)

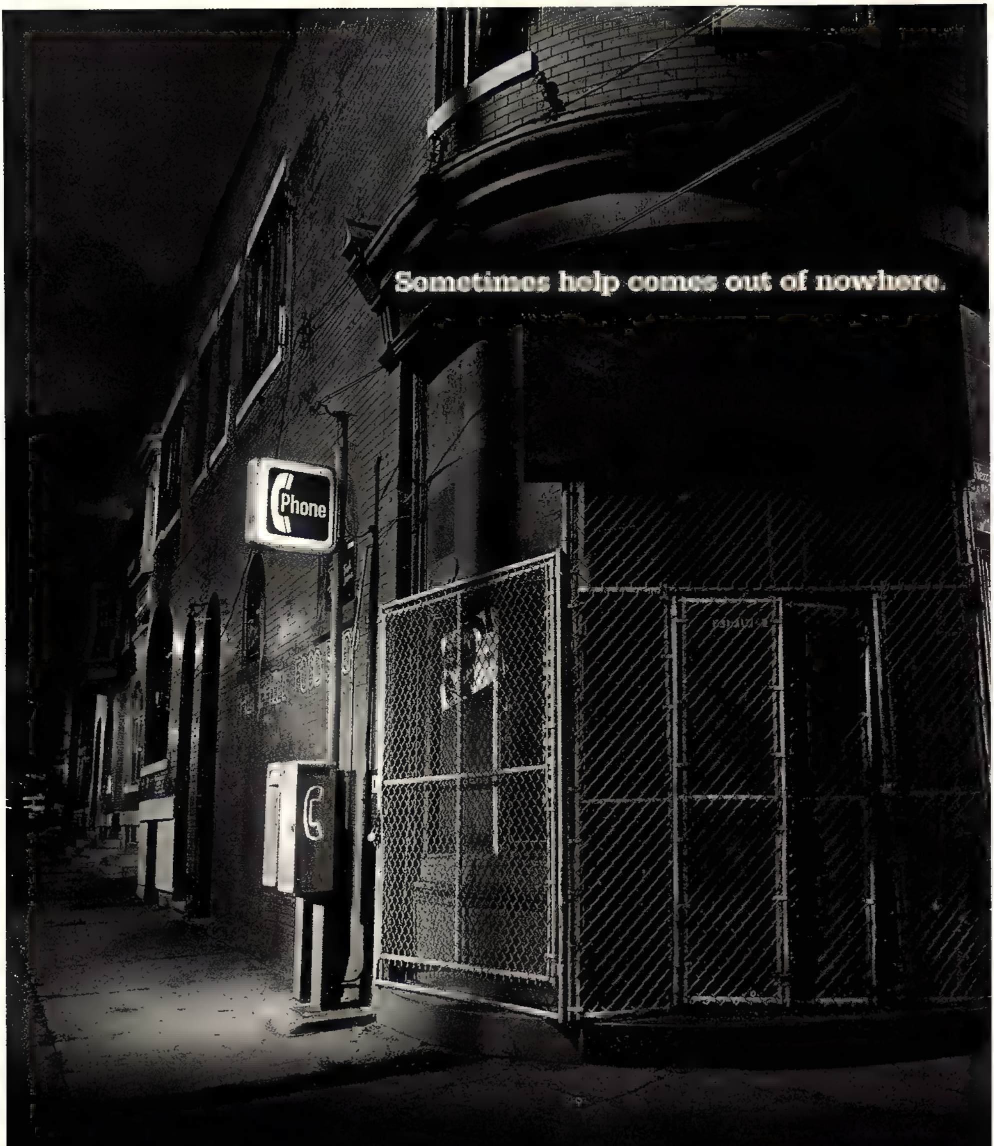
Infinite Items

WARNING: USE THIS TRICK AT YOUR OWN RISK! With this cheat, you can give yourself an unlimited supply of whatever item you have in your sixth inventory slot. Keep in mind that this trick only works in the Red and Blue versions of the game. First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them. It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

11. Star Wars Episode 1: Racer

Debug Trick

Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the Initials screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End"


Sometimes help comes out of nowhere.
Phone

Whoever you are, whatever you're going through, whatever you're feeling, there's a phone nearby. And at the other end of the line is a voice that won't preach, won't judge and won't criticize. It's simply a voice of reason, help and hope.

For the hearing impaired please call 1-800-448-1833.

BOYS TOWN
NATIONAL HOTLINE
1(800) 448-3000

There's help at the end of the line.
www.boystown.org

TOP 15 TRICKS (CONTINUED)

option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!

12. WWF SmackDown!

Hidden Stuff
As you play through an entire season in SmackDown!, you will either unlock secret characters or get extra attribute points for yur created wrestler. Here is a list of what you will unlock each year.

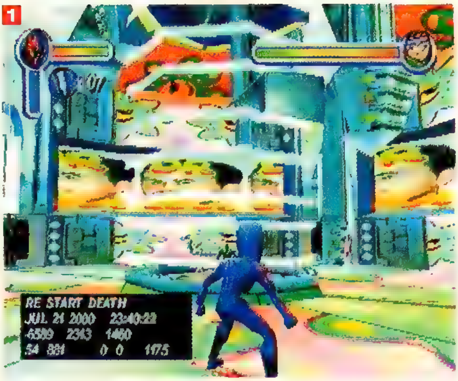
1st Year: Ivory
2nd Year: Prince Albert
3rd Year: Jaqueline
4th Year: Viscera
5th Year: 80 points for created wrestlers
6th Year: Mideon
7th Year: Gerald Brisco
8th Year: Pat Patterson
9th Year: 90 points for created wrestlers

13. Super Mario Bros. Deluxe

Max Out Lives
Go to World 3-1 and get to the end of the level where the staircase of blocks leads up to the end-level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! Now you can max out your lives!

14. Tony Hawk's Pro Skater

Awesome Cheats
All Tapes
Choose Career Mode from the Main Menu and begin game. While playing, press Start to pause. Press and hold the L



2
COSTUME VIEWER

1 **Debug Info**
LLADNEK
Big Heads
DULUX
Spidey Unlimited Costume
PARALLEL
Scarlet Spider Costume
LETTER S
2 **Amazing Bagman Costume**
AMZBGMAN
Peter Parker Costume
MJS STUD
Quick Change Costume
ALMSTPKR
Unlock J. James Jewett
RULUR
Full Health
DCSTUR
Everything
EEL NATS
3 **Storyboard Viewer**
CGOSSETT
No Naughty Words
Enter a "naughty" word for a cheat password and Spider-Man will appear next to the word and punch it; turning it into a "nice" word.

Sydney 2000

FULL STATS
At the Main Menu Screen, press Left, Left, Right, Right, Up, Down, Left, Right, Left. Note: You must enter this code very quickly (within about three seconds) to make it work. You will hear a sound if the code was entered correctly. Now access the Olympic option. When you select an event, you will see that you have full Olympic stats.

OLYMPIC CLASS
UPPER BODY STRENGTH
LOWER BODY STRENGTH
SKILL
MORALE
EVENT ARENA
OLYMPIC

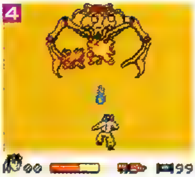
Wacky Races

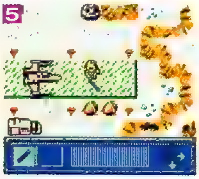
HIDDEN TRACKS AND CHARACTERS
From the Main Menu, highlight and enter the Options. Move down to "Password," press B and put in MUTTLEY as the name and then press the A button. Now all the characters and tracks will be available!

Turok 3: Shadow of Oblivion

AWESOME CODES
On the Title Screen, highlight and enter the Options. Access the "Password" option and enter any of these codes for the results shown.

4 **Level Skip**
XCDSDFS (Pause the game and press Left or Right to change levels. Press the Select button to go to that level)
Infinite Lives
FJVHDCK
Infinite Ammunition
ZXLCPMZ





Star Wars: Yoda Stories

LEVEL PASSWORDS
Stage 2: XKJ
Stage 3: GJP
Stage 4: TDM
Stage 5: WTM
Stage 6: ZBV
Stage 7: QTC
Stage 8: TGR
Stage 9: VDP
Stage 10: BFG
Stage 11: FNP
Stage 12: STJ
5 Stage 13: FTG
Stage 14: BLP
Stage 15: YSF

tricks@ziffdavis.com

We want your tricks! We want to include your best codes and tricks in every issue, to put along with all our great tricks we pack in every issue. You can even win prizes if we pick yours as Trick of the Month!
*see page 289 for contest rules

GAMESHARK CODES

DREAMCAST

D2

Never Reload MachineGun
53C77E780000000F
Never Reload Grenade
3A212D680000000F
Inf. First-Aid Spray
8E93842F00000063

NAMCO MUSEUM

Inf. Time - Pole Position
6E3729CC00000063
Inf. Lives P1 - Dig-Dug
72E5967600000004
Inf. Lives P2 - Dig-Dug
5E77322300000004

POWER STONE 2

Infinite Cash
90301D29000000F0
Enable All Items
C7EAB038E0715041
C070D2C300000000
Inf. All Items
A642064EE0715041
2070504D00000000
Enable All Materials/Essences
D059D41FE06D9041
C070D04300000000
BED76D52E06D9041
E070504000000000
Enable All Text
759484C2E06D9041
C070D04300000000

SEGA GT

Plenty Of Cash
1634D44405F5E0FF

UFC: ULTIMATE FIGHTING CHAMPIONSHIP

Infinite Skill Points
EF97183E0000270f
Infinite Health P1
BF2E394700004348
Infinite Stamina P1
197C155B00004348
Infinite Health P2
F5A1954F00004348
Infinite Stamina P2
53BF749E00004348

NINTENDO 64

MARIO TENNIS

Enable Code (Must Be On)
F13002903C01
F1300292A005
F130029803E0
F130029A0008
F130029CAC20
F130029E86A0
Press C-Down for 1 Point Win P1
D00669850004
8015344A0003
Press C-Down for 1 Point Win P2 D00669850004
8015344B0003
Press C-Down for P1 Scores 0
D00669850004
8015344A0003
Press C-Down for P2 Scores 0
D00669850004
8015344B0000
Press C-Down For Easy Win Ring Shot
D00669850004
801535270069
D00669850004
801535230069
Instant Piranha Challenge Win
8115137E0032
811513820032

STAR CRAFT 64

Hi Res Enable Code
F109BA902400
Infinite Vespine Gas-Episode I, IV & VI
810B1D783B9A
810B1D7AC9FF
Infinite Vespine Gas-Episode II
810B1D803B9A
810B1D82C9FF
Infinite Vespine Gas-Episode III
810B1D903B9A
810B1D92C9FF
Infinite Minerals-Episode I, IV & VI
810B1D483B9A
810B1D4AC9FF
Infinite Minerals-Episode II
810B1D503B9A
810B1D52C9FF
Infinite Minerals-Episode III
810B1D603B9A
810B1D62C9FF

PLAYSTATION

MADDEN 2001

Infinite Time Outs Away Team
D00710D20002
800710D20003
Infinite Time Outs Home Team
D006EFF20002
8006EFF20003
Away Team Always Score 100
800710D00064
Home Team Always Score 100
8006EFF00064
Always First Down
8006BABC0001

HEY, YOU; WANNA WIN FREE STUFF?

If your trick is selected as Trick of the Month, you will win a free GameShark provided by InterAct, and a Twin Shock, or a Hyper64, or an Advanced Pad, or a DC carrying case from Blaze. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 289 for rules.

Note: If you send your trick by e-mail, you must include your real name and address.

Send your best tricks, codes, Web sites, anything that can help make games more fun or interesting to:

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TEEN RATING: Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING: These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

ADULTS ONLY RATING: The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

ZIFF DAVIS
ELECTRONIC GAMING MONTHLY™
EXPERT GAMER™
Official U.S. PlayStation Magazine
COMPUTER GAMING WORLD

GAMESHARK CODES - continued

SPIDER-MAN

No Meters Mode
800B4F740000
Big Head Mode
800B4FA40001
Unlock Everything
800A56DC0102
50000A020000
800A5708FFFF
800B4F800001
Infinite Health
800B4F6C0001
Infinite Web Fluid
800B4F980001

STAR TREK: INVASION

Infinite Reserve Energy
3005BEC900FF
Infinite Engine Energy (Warp Speed)
3005BECD00FF
Unlock All Missions
8005BD68FFFF
8005BD6AFFFF
Have All Missions Beat
8005BD6CFFFF
8005BD6EFFFF
8005BD70FFFF
Infinite Secondary Weapons
8011AC380063
8011AC640063
8011AC900063

GAME BOY COLOR GAME BOY

DRAGON DANCE

All Levels Beaten
019909C8
Infinite Time
01321CC8

MTV SPORTS: SKATEBOARDING FEATURING ANDY MACDONALD

Infinite Continues
010595C8
Score
0199C1C7
Max Score
0199C2C7
0199C3C7
Infinite Time
0164A1C7
Have Balloons
010A97C7

PERFECT DARK

Infinite Health
012530C0
Infinite Ammo First-Person
010FE6FF
Infinite Health First-Person View
012500D9
012580D7
Infinite Shotgun Ammo
010F52DB
010F10DB
Spider Boss 1 Hit Kill!
010054D5
Infinite 6-YYY Ammo
010F10DB
Infinite Falcon 2 Ammo
010F04DB

TOP 15 TRICKS (CONTINUED)

button. While holding it, press Right-C, Left, Up, Up-C, Up-C, Right, Down, Up. The screen will shake if entered correctly.

Faster Specials
Choose Career Mode from the Main Menu and begin game. While playing, press Start to pause. Press and hold the L button. While holding it, press Up-C, Left, Down-C, Down-C, Up, Down, Right. The screen will shake if entered correctly.

15. Wario Land 3

GAME BOY COLOR

Open Time Attack
Finding all 100 treasures doesn't only gets you the "Perfect" screen as a reward. It also opens up the Time Attack Mode. In Time Attack, you must search through each level for all four Keys and then exit as quickly as possible.

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(Final Fantasy III in US)
PSCN5001

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PlayStation.2
TEKKEN TAG TOURNAMENT

'TEKKEN TAG TOURNAMENT' features more than 30 characters who have appeared throughout the Tekken series since the first arcade game. Pick your favorites and join the fight as you use the unique strengths of each combatant to annihilate your opponents. A special tag-team mode creates new combinations of attacking never before possible. Sophisticated and highly detailed backgrounds.

Sony (Simulation)
Release: 11/00
PSX2
$48.95

'DEAD OR ALIVE 2 HARDCORE' is real fighting action - sexy & edgy. Go places you've only dreamed of. Drool over lush backgrounds meticulously detailed with the most advanced techniques in lighting & texturing ever seen. Exclusive multi-tiered fighting stages let you toss your opponents through cathedral windows, over cascading waterfalls, & off towering rooftops to continue the fight below.

Sony (Fighting)
Release: 11/00
PSX2
$48.95

PlayStation.2
DOA2

'THE BOUNCER' combines a 4 person fighting game with an adventure game to create a truely unique gaming experience. Spectacular lighting effects and massive street brawls with marauding gangs bring The Bouncer to life. The battle arenas are fully interactive. Pick up objects off the street and use them to your advantage. An incredible storyline and amazing visuals await those that challange the Bouncer.

EA (Fighting)
Release: 1/01
PSX2
$48.95

PlayStation.2
The Bouncer
SQUARESOFT

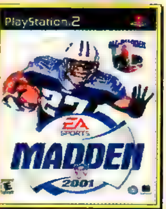
'SUMMONER' A Summoner's inheritance is a power far greater than magic. With rings of channeling, you will call forth demons & golems, supernatural servants & elemental creatures. As a young Summoner named Joseph, you'll explore an incredible 3D world filled with many unique characters. Experience jaw dropping spell effects & summonings, & amazing in-game cinematics.

EA (Roleplaying)
Release: 11/00
PSX2
$48.95

PlayStation.2
Summoner

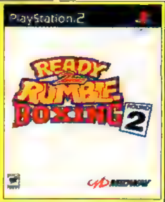
'MADDEN FOOTBALL 2001' Experience the speed, power & emotion of the NFL with the latest version of Madden. Play a game or season all the way to the Super Bowl with realistic player models, rabid fans, player celebrations & coaches pouting in defeat or jumping in victory. Control the play on the field using real playbooks. Includes all current NFL teams & the historical Al -Madden teams.

EA (Sports)
Release: 11/00
PSX2
$49.95



'READY 2 RUMBLE BOXING 2' uppercuts it's way onto the Playstation 2 with all the brutal brawlers you've come to know and love. All of your favorites are back for round two. There's also two new celebrity boxers: the King of Pop, Michael Jackson and Los Angeles Lakers superstar, Shaquille O'Neal. Featuring unbelivable graphics, tight controls, and great arcade action. Let's Get Ready 2 Rumble!

Midway (Sports)
Release: 11/00
PSX2
$48.95



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Bloody Roar	12/00	$48.95
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Sony (Simulation)
Release: 1/01
PSX2
$48.95

PlayStation.2
GT 2000
GRAN TURISMO

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PlayStation
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F1 Champ Season 2000	10/00	$39 95
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PlayStation
FINAL FANTASY IX

'FINAL FANTASY 9' Join Aya Brea as she battles new enemies, solves puzzles, fires all-new weapons and interacts with interesting characters. Real-time battles with customizable weapons and armor and a Magic System based on "Parasite Energy", which enables Aya to harness the power of the elements. Fully interactive 3D environments, new graphic engine and dual shock compatible

EA (Roleplaying)
Release: 11/00
PSX
$49.95

PlayStation
CHRONO CROSS
SQUARESOFT

'CHRONO CROSS' features a story line with multiple scenarios leading to several endings, set in a beautiful 3D world Brand new battle system that allows the player a choice of fighting options, who to battle & when & where. Takes place 20 years after the events of Chrono Trigger.

EA (Roleplaying)
Release: NOW
PSX
$39.95

PlayStation
SPIDER-MAN
E
ACTIVISION

'SPIDERMAN' Crawl up walls, sling your webs, fight, punch & kick your way around a totally 3D, free-roaming environment. This go-anywhere, do-anything style will have you exploring Manhattan, the New York sewer system, & many other comic book locals You'll take on some of Spider-Man's greatest villains like Scorpion, Venom, & Rhino, to name just a few. Employ an arsenal of weapons, including web-projectiles, & sonic devices. Your going to need all the "Spider-Sense" you can get

Activision (Adventure)
Release: NOW
PSX
$39.95

PlayStation
Parasite Eve II
M
SQUARESOFT

'PARASITE EVE II' Join Aya Brea as she battles new enemies using new weapons, solves puzzles, & interacts with new characters. Real-time battles with custom weapons & armor, & a Magic System which enables Aya to harness the power of the elements.

Squaresoft
(Roleplaying)
Release: NOW
PSX
$39.95

PlayStation
DRIVER 2
T

'DRIVER 2' Jump into Tanner's shoes and go undercover to bust up an international crime ring, in 4 new cities. Use Tanner's new ability to hop out of his car & perform tasks on foot. You'll face 40 unique and challenging missions that will test your driving skills to their extreme.

Infogrames
(Simulation)
Release: 11/00
PSX
$42.95

PlayStation
RP
COMPLETE

'LUNAR 2: ETERNAL BLUE' Join Hiro & Ruby 1,000 years after the 1st adventure, as they work to unlock the secrets of the Blue Spire. Meet new characters, fight monsters, traverse mountains, & crawl through dungeons as you wind your way toward the terrifying climax!

Working Designs
(Roleplaying)
Release: 7/00
PSX
$62.95

PlayStation
BREATH OF FIRE IV

'BREATH OF FIRE IV' Join Hiro & Ruby 1,000 years after the 1st adventure, as they work to unlock the secrets of the Blue Spire. Meet new characters, fight monsters, traverse mountains, & crawl through dungeons as you wind your way toward the terrifying climax!

Capcom
(Roleplaying)
Release: 11/00
PSX
$44.95

PlayStation
SMACK DOWN 2
RP

'WWF SMACKDOWN 2' bodyslams you with all the insane action & storylines that makes WWF so popular. Featuring "Stone Cold" Steve Austin, The Rock, The Undertaker, Triple H, Kane, & more. Graphics & action that will keep you glued to your TV. So lace up your boots & get ready for serious smack down!

THQ (Sports)
Release: 11/00
PSX
$42.95

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'SEGA NFL 2K1' No, this isn't just NFL 2K for the Internet--this is a whole new ballgame. Loaded with new features, and you can up the stakes by playing pros around the country online through your Sega Dreamcast. The players are tougher, faster, and stronger, while improved AI makes for brutal defense.

Sega Dreamcast
NFL 2K1
84

$49.95

Sega (Sports)
Release: NOW
Dreamcast

'ECCO THE DOLPHIN' Ecco's mission is to restore the human/dolphin paradise, save the planet from self-destruction & win back his future. Explore beautiful underwater 3D worlds, each with multiple environments & obstacles.

Sega Dreamcast
Ecco the Dolphin
Defender of the Future

Sega (Adventure)
Release: NOW
Dreamcast
$39.95

'EVIL DEAD: HAIL TO THE KING' Strap on your chainsaw, pop open your Necronomicon and come get some! Ash, the square-jawed, insult-spewing, shot-gun toting, chainsaw-armed hero from the cult classic Evil Dead trilogy is back! Hail to the king, baby!

Sega Dreamcast
Evil Dead
Hail to the King

THQ (Adventure)
Release: 10/00
Dreamcast
$44.95

'ULTIMATE FIGHTING CHAMPIONSHIP' is the premier mixed martial arts event in the world. There are no flying chairs or unrealistic moves; spectators expect and demand to see true-to-life combat. Featuring some of the toughest fighters in the world each with their own unique combat style.

Sega Dreamcast
Ultimate Fighting Championship

Crave (Fighting)
Release: NOW
Dreamcast
$46.95

'POWER STONE 2' takes go-anywhere-grab-anything combat, & introduces awesome innovations to the hit arcade fighting series. Now, up to 4 can wage insane battles in fully 3D multi-level stages. Master over 120 different items used in battle - weapons, vehicles, traps, power-ups & more!

Sega Dreamcast
Power Stone 2
Capcom

Capcom (Fighting)
Release: NOW
Dreamcast
$44.95

'VIRTUA TENNIS' serves up rich 3D graphics & grand slam play. Play on realistic court surfaces such as clay & grass, & adjust your game according to your opponent & court conditions. Choose from one of 8 international male players & volley your way to the Championship in single or two player mode.

Sega Dreamcast
Virtua Tennis

Sega (Sports)
Release: NOW
Dreamcast
$38.95

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DREAMCAST

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'SHENMUE' offers a living world, where characters exist on their own timelines & almost all objects can be manipulated & used. You are Ryo, in 1986 Japan, trying to solve the mystery of his father's death. Interact with hundreds of characters & solve a myriad of puzzles.

Sega Dreamcast
Shenmue

Sega (Adventure)
Release: 11/00
Dreamcast
$46.95

'PHANTASY STAR ONLINE' is the 1st multi-player RPG designed for the home console. Use your Dreamcast modem to explore distant lands with other players. Slay monsters and achieve your goals in real-time battles, as you chat and make friends around the globe.

Phantasy Star Online

Sega (Roleplaying)
Release: 12/00
Dreamcast
$49.95

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Enix (Roleplaying)
Release: NOW
Gameboy
$28.95

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'POKEMON GOLD' Red, Blue, Yellow and now GOLD!!! This cart contains over 250 Pokemon including the original 150. Each Pokemon leads to more variation so collect the critters and then fight it out with others.

Nintendo (Adventure)
Release: 10/00
Gameboy
$29.95

NINTENDO 64

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'LEGEND OF ZELDA: MAJORA'S MASK' Link relives the same 3 days & nights, exploring his 3D world & interacting with characters like never before. Use his Notebook of characters, tasks & appointments. Solve puzzles, find treasures, fight battles & discover the mystery of the Mask.

Nintendo (Adventure)
Release: 11/00
N64
$59.95

'MASK: HINT BOOK'
$12.99

'CRYSTALIS' Set in a world where magic & technology co-exist, you must save the world from nuclear aftereffects & ancient evils. Recover 4 magical swords as you journey through 10 huge regions, each with its own characters, enemies & terrain.

Nintendo (Adventure)
Release: NOW
Game Boy Color
$28.95

'FROGGER 2' Jump into it! Fast and furious action from start to finish. Join Frogger and his new friend Lillie Frog and help them save all the Frog Babies. Hop your way through over 30 levels as you try to find Swampy and ruin his plans.

Majesco (Adventure)
Release: NOW
Game Boy Color
$28.95

'OGRE BATTLE 64: PERSON OF LORDLY CALIBER' Develop warriors, master magic spells, balance unit strengths & cope with a huge variety of terrain as you play Magnus Gallant, brave hero & savior of the people. Three scenarios in huge 3D worlds. 35 battles & missions. New classes of allies, enemies & monsters. Equip your armies & set up battle formations.

Atlus (Roleplaying)
Release: 10/00
N64
$56.95

'BANJO-TOOIE' Join Banjo & Kazooie as they travel through 9 3D worlds, full of magic, power ups & enemies. The worlds cover about 150 areas & 9 bosses, which the pair can explore together or separately. Mini-games are featured in every level and players can control the spell-casting Mumbo Jumbo. Up to 4 players can play.

Nintendo (Adventure)
Release: 11/00
N64
$49.95

'POKEMON PUZZLE LEAGUE' Ash & Pikachu are in for the biggest challenge of their lives as they head to the Championship to defeat the mysterious Puzzle Master. Help Ash & Pikachu battle their way through 16 Trainers in head-to-head competition. Six different modes of play, including a competitive two-player mode.

Nintendo (Adventure)
Release: NOW
N64
$49.95

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HITMAN
EIDOS

'HITMAN: CODENAME 47' casts you as a hired assassin and chronicles your progress through a series of contracts. Includes some 27 levels that cover five actual hits, as well as the preparations necessary to make those hits - accumulating equipment, information, and the like. Most missions are comprised of about 80% planning and 20% action.

Eidos (Action)
Release: 10/00
PC CD
$48.95

STARSHIP TROOPERS

'STARSHIP TROOPERS' puts you in battle armor in the middle of a 3D game played from a chase perspective. While in the command ship, you move around without armor. You can eventually gain control over your entire squad if you wish. Spaceship interiors, bug tunnels, buildings, wide open landscapes, & swarms of bugs attacking simultaneously are all a part of the game

Microprose (Action)
Release: 10/00
PC CD
$39.95

STAR TREK
VOYAGER
ELITE FORCE
SET PHASERS TO FRAG

'STAR TREK: ELITE FORCE' This 1st game based on Star Trek Voyager pits players against a multitude of Star Trek enemies, including the relentless Borg and never-before-seen aliens, in intense single-player and multiplayer combat missions.

Activision (Action)
Release: NOW
PC CD
$39.95

'SAITEK CYBORG 3D JOYSTICK-USB' This stick sports an incredible array of functions, & is completely configurable. Use the adjustment tool to configure the Cyborg 3D to fit your hand, whatever size- right or left-handed. Features precise 3D twist. Ratio digital technology. Up to 24 programmable actions.

Saitek (Hardware)
Release: NOW
PC
$49.95

'SAITEK GM2 ACTION PAD AND MOUSE' For too long, gamers have been constrained by the limits of their keyboards & complicated commands. Not anymore! Saitek has developed the first Action Pad & Game Mouse combination specially for gamers. Features 2 hat switches, scroll wheel (good for web surfing too) & 9 assignable buttons (15 with shift button).

Saitek (Hardware)
Release: NOW
PC
$39.95

Axis&Allies

'AXIS & ALLIES' As one of the world powers battling for supremacy in 1942, you spearhead your country's military drive. Decide where, when, & how to strike. If you're a brilliant military strategist, a prudent economist and an astute politician, you'll lead your nation to victory.

Milton Bradley
WW II
Release: NOW BG
$49.99

ACTION

Title	Release	Price
Alien Ressurection	11/00	$42.95
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Carmageddon TDR 2000	09/00	$39.95
Code Name Eagle	04/00	$19.95
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PC: HARDWARE

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Saitek ST200	07/00	$19.95
Saitek USB Hub	12/99	$34 95
Saitek X36 CS USB	03/00	$99.95
Saitek X-36T System	12/98	$69.95
Saitek X6-33M Pad	11/98	$24.95
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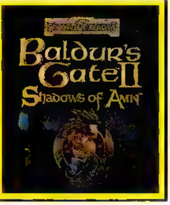

'BALDUR'S GATE II: SHADOW OF AMN' The newest title in the Baldur's Gate series adds new classes, spells, and items and uses an isometric, top-down view. The game is real-time but is pauseable, and actions may be assigned to characters in your party at that time

Interplay (Roleplaying)
Release: NOW
PC CD
$42.95

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Release: 11/00
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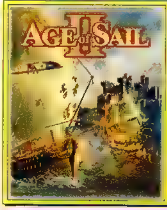

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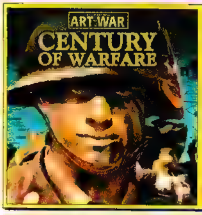

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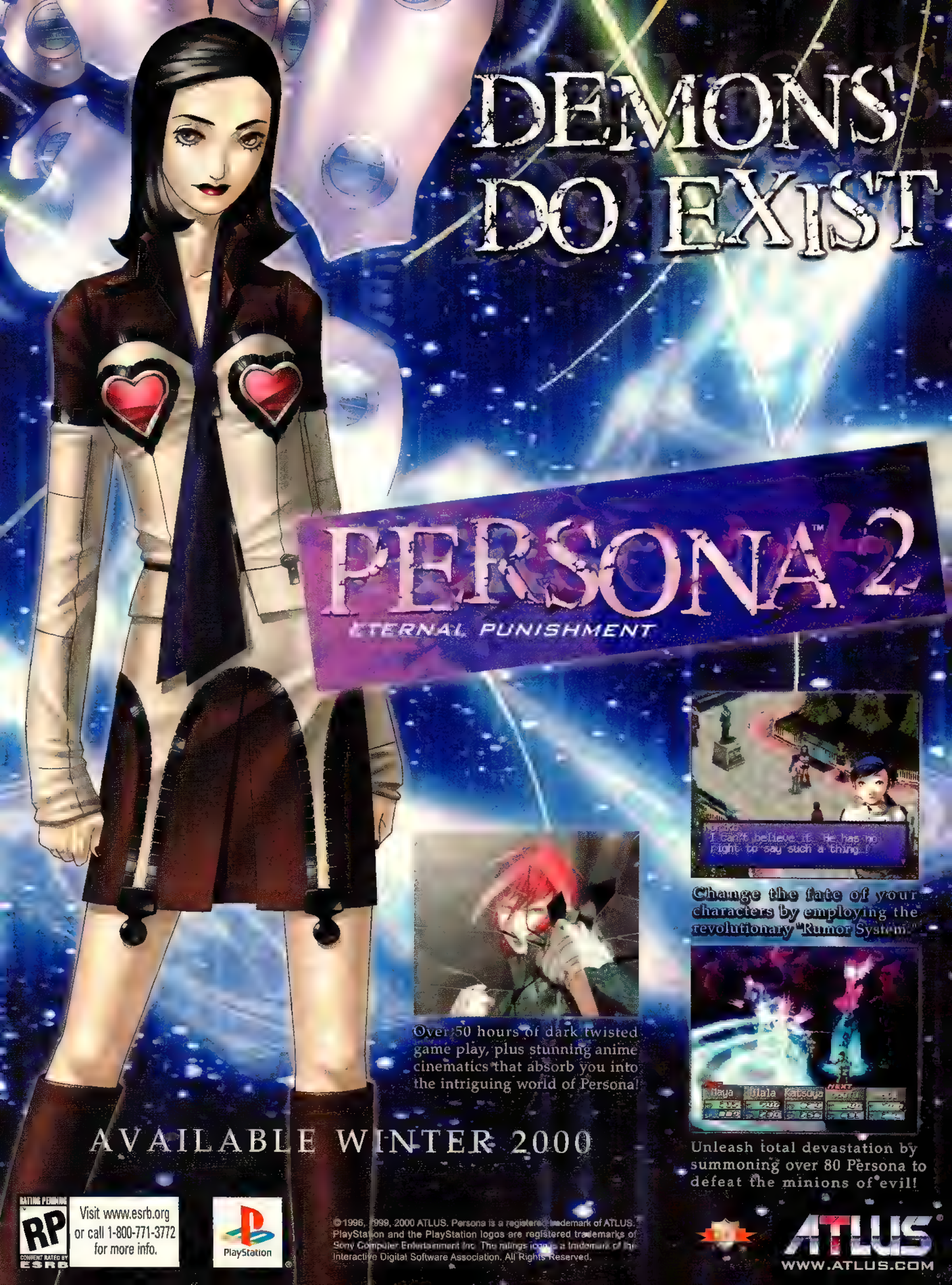
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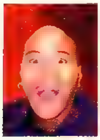
Dan Leahy • dan_leahy@ziffdavis.com
Crispin Boyer • crispin_boyer@ziffdavis.com
James Mielke • james_mielke@ziffdavis.com
Greg Sewart • greg_sewart@ziffdavis.com
Dean Hager • dean_hager@ziffdavis.com
Jonathan Dudlak • jonathan_dudlak@ziffdavis.com

An Offline Take On Online

Dan Leahy

Crispin Boyer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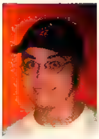
Jonathan Dudlak

Dan: As far as launches go, I think the debut of SegaNet will be remembered as a historic moment in console gaming. Sega's willingness to take a leap of faith, a fault in the eyes of their competitors, has opened a brave new world of console gaming. For years I've been pining for the days of the dorm setting, where my next game victim was just two or three doors down. Well, be careful what you wish for, because Sega's delivered a country full of gamers (many better than me) right to my doorstep. I say kudos to Sega!

Crispin: Yeah, well I say it's about darn time, and lucky for us SegaNet seems to work just fine. And that couldn't be better news for Sega, in my opinion. By the time the other guys go online next year, SegaNet should have all kinds of neat stuff going on: voice chat via the Seaman microphone, broadband support, an adapter for MP3 players and hopefully some worthwhile functions for the Dreamcast Camera. I'm hoping we see more games that let two or four players on one Dreamcast go up against two or more on another. I mean, it's cool that NFL 2K1 and NBA 2K1 let you do that, but I'd like to see, like, a SWAT-style first-person game where you and some buddies on your system go up against a terrorist team on another. I dunno, I just hope this new concept of online console play will open the floodgates of developer creativity, so we're not just playing deathmatch, deathmatch and more deathmatch online.

> "SegaNet is definitely cool—cool enough to make me want to play a football game for the first time since Madden 92."

Milk: I myself could hardly wait for SegaNet to launch. I only wish it were available from day one, when all the hype was on the DC launch. I think it would have helped Sega considerably, but better late than never. Although Madden 2001 for the PS2 is just about here, you know what? I like the way NFL 2K1 plays better. It's user-friendly, and now you have a ground game. I have to pump the difficulty up, as the default setting is too easy, but going online equalizes that. Yeah, quitters suck, but you'll never realize how much fun it is to play football online until you try it. Then you'll wonder how you ever got by without it. Can you play Madden online? Nope. As much as I like NFL 2K1, I expect to wet myself when NBA 2K1 launches. I love b-ball, and I can hardly wait to scorch all comers with my beloved Knicks. Of course, if Sega can get my face into an online RPG via the Dreameye (or whatever it'll be called here), or hook up some Daytona 2 via SegaNet, Quake III, etc., add Internet ranking so people can see who's truly boss, then Sega will have a PS2-beating hit on its hands. This is the promise that Sega lured gamers back into their fold with. It's nice to see them fulfill that.

Greg: Yeah, Sega's willingness to be an early adopter of just about everything has probably bitten them more times than it's helped them. SegaNet is definitely cool—cool enough to make me want to play a football game for the first time since Madden 92. I think the real question mark isn't what the network play could mean for the industry or how well Sega's gonna pull it off, though. I think the bigger concern is whether or not the Dreamcast will be around long enough for SegaNet to really take hold and lead the industry in the next evolution of console gaming.

Dean: I'm worried about the longevity of the system as well, but at the same time I think it'll last longer than everyone thinks. My prediction is that games like Quake, Outtrigger and Unreal Tournament will generate a lot of excitement for the fledgling network. Personally I'm more excited about NFL and NBA 2K1 plus games like 18-Wheeler, but as usual, people are more interested in shootin' than playing sports.

Jonathan: Sega's always been the king of pleasant surprises in my book. If they can get ahead and capitalize on their pioneer position in the console networking realm, I think we'll be hearing about and using SegaNet even when the PS2 is up online. Like Crispin, I'm not too excited about playing any NFL or NBA games on the Net, but I think the possibilities are endless (Street Fighter online!) if it stays afloat.

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NEXT MONTH

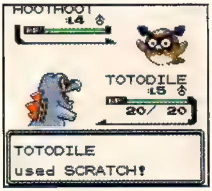
January 2001

ELECTRONIC GAMING MONTHLY

On sale Dec. 5

Burn the Holiday Oil

Next month prepare yourself for our annual Slick 50 feature, where we break out our crystal ball and highlight 50 things in gaming that we know will be important to you in the year to come. If oily features aren't reason enough to buy the next issue, perhaps our parade of blockbuster games we're reviewing next month is. We'll take a look at Sega's epic Shenmue, TimeSplitters (from the makers of GoldenEye) for the PlayStation 2 and another sleigh full of games in time for Christmas.



TOTODILE
used SCRATCH!

The frenzy begins again... Pokémon Gold & Silver is finally on the Game Boy Color.

Cinematic Shenmue (top) and TimeSplitters (above) are finally ready to be put under the microscope.

- **The Slick 50 is back—EGM's hot list of the best in gaming. You don't want to miss it!**
- **TimeSplitters and FIFA 2001 reviewed for PS2**
- **Pokémon Gold & Silver reviewed for GBC**
- **Shenmue reviewed for Dreamcast**
- **Skies of Arcadia previewed for Dreamcast**

*All editorial content is subject to change.

OFFICIAL U.S. PlayStation MAGAZINE

Dec. 2000

On sale Nov. 7

Demo Disc

Playables

- **Disney's The Emperor's New Groove**
- **Madden NFL 2001**
- **Mat Hoffman's Pro BMX**
- **MTV Sports: Pure Ride**
- **Star Wars Demolition**

Non-Playables

- **Muppet Race Mania**
- **102 Dalmations**

Crash Bash

The next issue of *OPM* will give you the hottest reviews and previews for all of the latest titles. Speaking of hot, they're reviewing a whopping 50 PS1 and PS2 games, including Final Fantasy IX, Smuggler's Run, Summoner, TimeSplitters, Silent Scope and Tekken Tag Tournament. The other big news of the issue is the new Crash Bandicoot game. Entitled Crash Bash, this game goes the multiplayer route in an extreme fashion. Also, don't miss an exclusive interview with Shaq about his starring role in a new PS2 hoops game. Topping off this excellent package is the demo disc with the latest PS games.

EXPERT GAMER

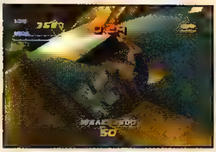
Dec. 2000

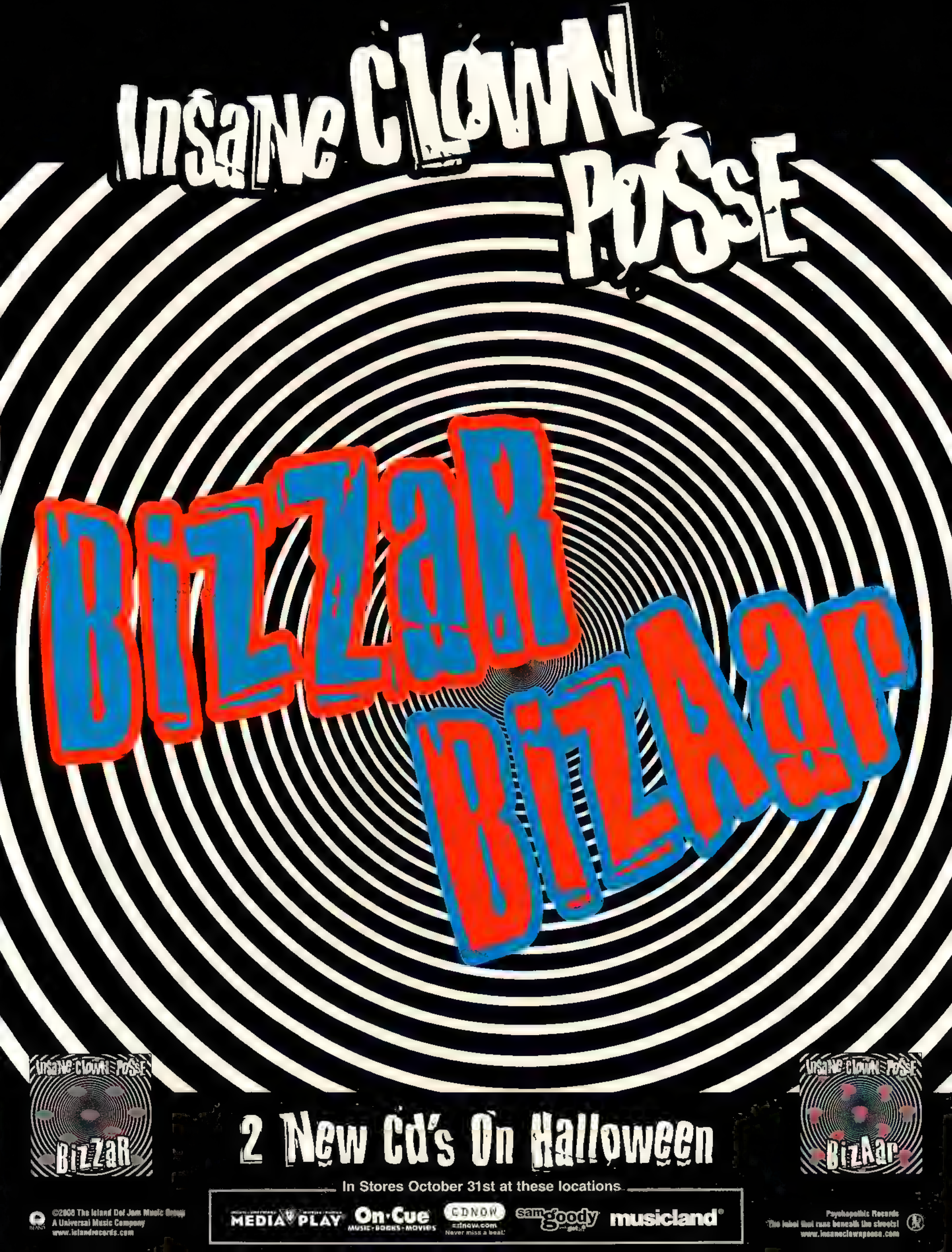
On sale Nov. 14

Tony Hawk 2

Tony Hawk 2 is more than just a sequel—it's a way of life. It's also a tough game with some tricky new maneuvers, so be sure to check out *XG*'s fully loaded blowout in the December issue. Also deserving of blockbuster status is Legend of Zelda: Majora's Mask. They'll break it down in full detail, and get you to grips with the new time element. If you enjoyed the Tekken Tag Tournament strategy, look for more top-flight goodies next month. Finally, some NFL 2K1 codes and good tips for getting around the SegaNet lobbies round out the issue.

- **Maps and level goals detailed for THPS2**
- **Complete guide for Zelda: Majora's Mask**
- **Pokémon Puzzle League Quick Hit**
- **Feature on SegaNet**
- **Huge Final Fantasy IX Walk-through**





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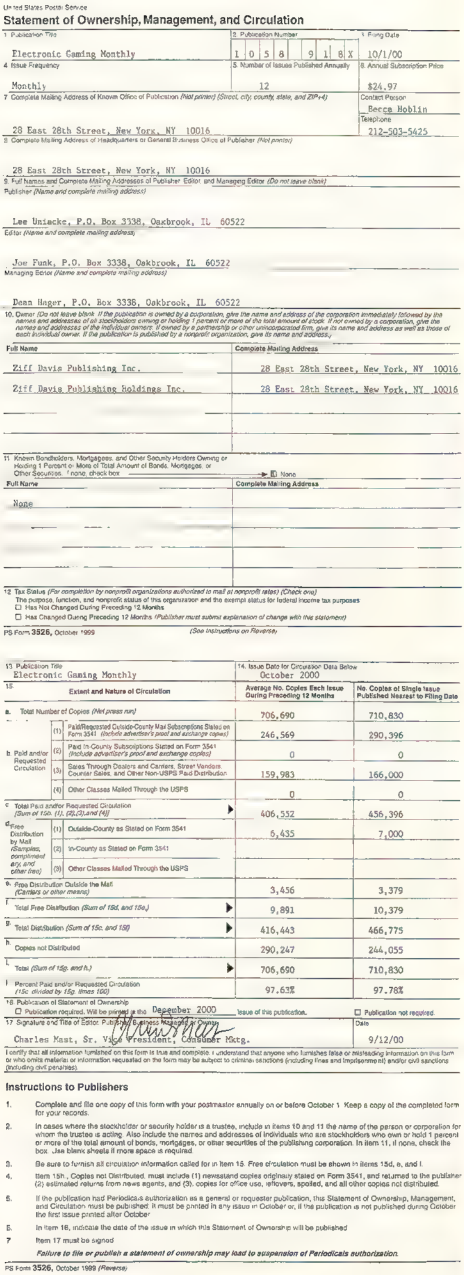

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All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per issue. Winning entries may be printed in *EGM* and/or *Expert Gamer*, however, only one prize shall be awarded.
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5. **Winners List:** For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, Illinois 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
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Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. All entries must be post marked by March 15, 2001. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS.

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~~HAPPY~~	~~- O~~	FIELD	- B
SHARE	- Z	BLADE	- D

					SECRET WORD ↓
		T			
H	A	P	P	Y	O
	L				
			S		
				L	

SECRET WORD CLUE:
What comes after yesterday but before tomorrow?

Clip This Order Form And Mail It

DIRECTIONS
Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

ENTER ME IN THE FOLLOWING CONTESTS:
☐ ($3) Video Game ☐ ($3) Home Theater
☐ ($3) Computer ☐ ($5) Enter All Three

102
Name
Mailing Address Apartment #
City State Zip
Area Code Phone Number

SEND CASH, MONEY ORDER OR CHECK TO:
ELATION, P.O. BOX 44213 DEPT 953, EDEN PRAIRIE, MN 55344

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Value of prize packages as follows: Video Game package $1400 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 952-826-0033.

BARRETT CHRISTY
TODD RICHARDS
CAREY "HART ATTACK" HART
BUCKY LASEK
BOB BURNQUIST
"FLYIN" RYAN NYQUIST
DAVE "MIRACLE BOY" MIRRA

INTERACT
GAMESHARK
Performance

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THEY'RE
BIGGER,
FASTER,
SMARTER.
AND RIGHT
BEHIND YOU.
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MATURE M CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

PlayStation

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